

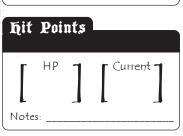
Ema's Character Sheet 1.0



Weight: _____ Height: ____ Size: ___ Gender:

Classes		
HD:12 HD:6 HD:8 HD:8 HD:10	Mnk Pal Rgr Rog Sor Wi HD:8 HD:10 HD:8 HD:6 HD:4 HD: 85P;4 B5P;2 B5P;6 B5P;8 B5P;2 B5P;2	4 01 (8: 4:: 6:
Experience:	XP Penalty:	Next Level:

	ABILITY MODIFIER	TEMP MODIFIER
STR		
Strength		
DEX		
Dexterity		-
CON		$\neg \neg$
Constitution		-
INT		
Intelligence		-
WIS		
Wisdom		-
CHA		
Charisma		



Armor				
AC	/	ase Vexter	_	10 + + + + + + + +
Flat-footed :			ıcks : :	
Armor / Shield	AC Value	Max Dex	Check Penalty	Arcane Failure
Notes:				

Combat -				
AB. MISC SIZE	BASE TOTAL	AB. MISC SIZE	BASE TOTAL	AB. MISC Sz. M. BASE Tot
Melee	$\left(\begin{array}{c} 1st = \underline{} \\ 2nd = \underline{} \end{array}\right)$	Ranged	$\frac{1st}{2nd} = \frac{1}{2}$	Grapple
<u>STR</u> +++	3rd =	DEX+++	3rd =	Grapple
Initiative	2-Ha Note	nd Attack: s:	/	Speed:
=	_			

Meapons NAME	Modified Attacks	FEAT MISC DAMAGE	Critical Range Sz/Type
Unarmed Strike	///		
	///		
Notes:	////		
Ammunition:			

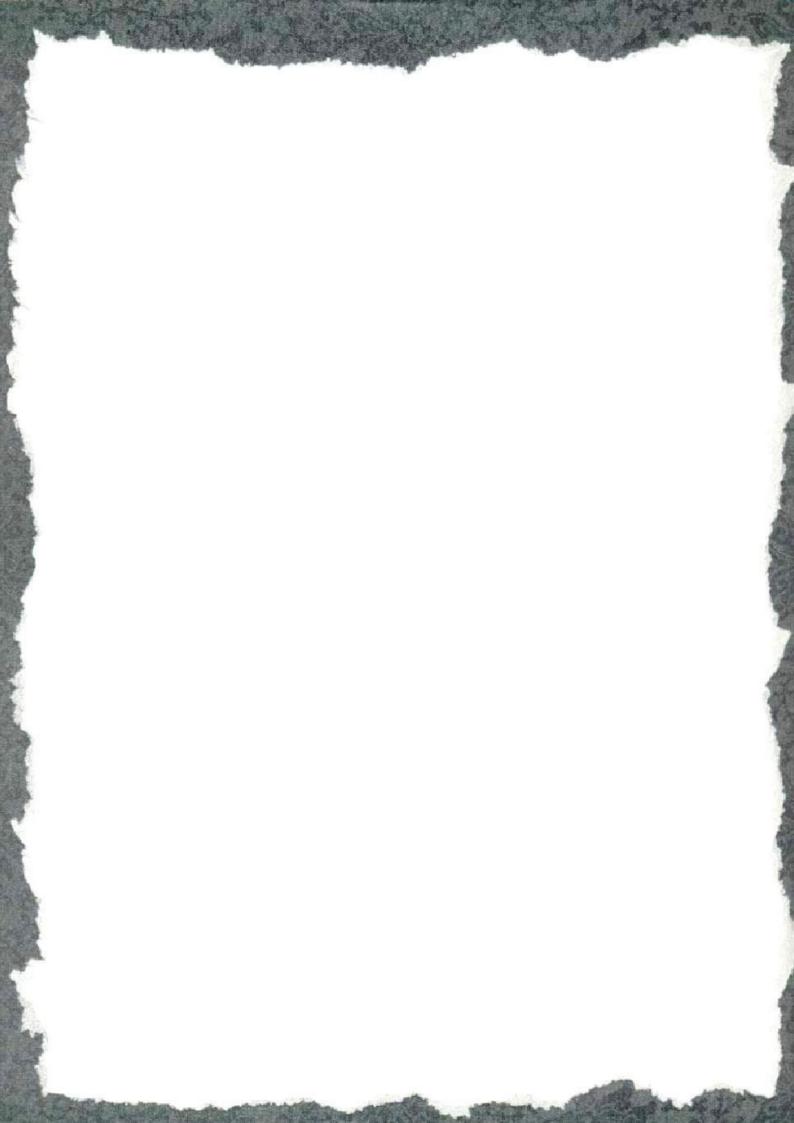
Saving	Throw;	5 _			
	TOTAL	BASE	ABILITY	Misc	Темр
Fortitude Reflexes Will	= =		+ <u>DEX</u> +	+	
Spell Resist Damage Ro	ance: eduction: _				
Notes:					

SKILL NAME		TOTAL	RANK	ABILITY	Misc
Appraise	(C)		=	+ <u>INT</u> +	
· Balance	(C)		=	+ <u>DEX</u> +	
· Bluff				+ <u>CHA</u> +	
· Climb				+ <u>STR</u> +	
Concentration	(C)			+ <u>CON</u> +	
· Craft ()	(C)			+ <u>INT</u> +	
Craft ()	(C)		=	+ <u>INT</u> +	
Decipher Script	(C)		=	+ <u>INT</u> +	
Diplomacy	(C)		=	+ <u>CHA</u> +	
Disable Device	(C)		=	+ <u>INT</u> +	
Disguise				+ <u>CHA</u> +	
Escape Artist	(C)		=	+ <u>DEX</u> +	
Forgery	(C)		=	+ <u>INT</u> +	
Gather Information	(C)		=	+ <u>CHA</u> +	
Handle Animal			=	+ <u>CHA</u> +	
Heal	(C)		=	+ WIS +	
Hide	(C)			+ <u>DEX</u> +	
Hypnosis	(C)		=	+ <u>CHA</u> +	
· Intimidate	(C)			+ <u>CHA</u> +	
· Jump	(C)			+ STR +	
Knowledge()	(C)			+ <u>INT</u> +	
Knowledge()	(C)			+ <u>INT</u> +	
Knowledge()				+ <u>INT</u> +	
Knowledge()	(C)		=	+ <u>INT</u> +	
Listen	(C)		=	+ WIS +	
Move Silently					
Open Lock	(C)			+ <u>DEX</u> +	
Perform ()	(C)		=	+ <u>CHA</u> +	
Perform ()	(C)		=	+ <u>CHA</u> +	
Profession ()				+ WIS +	
Profession ()	(C)		=	+ WIS +	
Ride	(C)			+ <u>DEX</u> +	
Search	(C)		=	+ <u>INT</u> +	
Sense Motive			=	+ WIS +	
Sleight of Hand	(C)			+ <u>DEX</u> +	*
Spellcraft	(C)		=	+ <u>INT</u> +	
Spot	(C)		=	+ WIS +	
Survival	(C)		=	+ WIS +	
Swim	(C)		=	+ <u>STR</u> +	**
Tumble	(C)			+ <u>DEX</u> +	
Use Magic Device	(C)			+ <u>CHA</u> +	
Use Rope	(C)			+ <u>DEX</u> +	
	(C)			+ +	
	(C)		=	+ +	
			=	+ +	
			=	+ +	
			=		

	Feats				Equipment	
					ITEM NAME	WEIGHT
	General Feats Acrobatic Agile Alertness Animal Affinity Armor Profic., Light Armor Profic., Med. Armor Profic., H. Athletic Back to the Wall* Blind-Fight* Codd One Combat Casting Combat Expertise* Improved Disarm* Improved Feint* Courage* Dead Man Walking* Deceitful Deft Hands Diligent Dodge* Mobility* Spring Attack* Whirlwind Att. Endurance Diebard Eschew Materials Ethereal Empathy Exotic Weapon Profic.* Extra Turning (Ghostsight Great Fortitude Haunted Improved Counterspell Improved Critical* Improved Initiative*	Jaded* Leadership Lightning Reflexes Lightning Reflexes Lunatic Magical Aptitude Martial Weapon Profic. Mounted Combat* Mounted Archery* Ride-By Attack* Spirited Charge* Trample* Natural Spell Negotiator Nimble Fingers Open Mind Persuasive Point Blank Shot* Far Shot* Impr. Precise Shot* Impr. Precise Shot* Impr. Precise Shot* Great Cleave* Great Cleave* Improved Bull Rush* Improved Sunder* Quick Draw* Rapid Reload* Redhead Reincarnated	Shield Proficiency ☐ Improved Shield Bash ☐ Tower Shield Profic. ☐ Simple Weapon Profic. ☐ Skill Focus ☐ Augment Summon. ☐ Greater Spell Focus ☐ Spell Mastery (☐☐☐) ☐ Spell Penetration ☐ Greater Spell Penetr. ☐ Stealthy ☐ Toughness (☐☐☐) ☐ Track ☐ Two-Weapon Fighting* ☐ Two-Weapon Fight. ☐ Great. Two-W. Fight. ☐ Great. Two-W. Fight. ☐ Great. Two-W. Fight. ☐ Weapon Finesse* ☐ Weapon Focus* ☐ Greater Weap. Focus* ☐ Greater Weap. Focus* ☐ Greater Weap. Sp.*	□ Scribe Scroll Metamagic Feats Empower Spell Enlarge Spell Extend Spell Heighten Spell Quicken Spell Silent Spell Silent Spell Still Spell Widen Spell Heighten Spell Still Spell Widen Spell Ouicken Spell Still Spell Widen Spell Ouicken Spell Ouick	Head Eyes Cloak Amulet Robe Vest Bracers Gloves Rings Belt Boots Armor Shield In Hand Readied	
	Race Traits Innocence Company of the company of	Dutcast Rating:	Class Featur	* Fighter Bonus Feats	Total Carried Weight Carrying Capacity/ Novement	
THE REAL PROPERTY.	PP: GP: : Gems/Jewels:		Languages Literacy		Load: ///) e Move:
	henchmen/Anit	RACE/CLASS	HD/LvL HP	INIT SPD AC AL	ATTACKS DAMAGE	Face/Reach

Notes:

henchman/Dre	ead Companion/E	amiliar	henchman/D	read Companio	n/Familiar
Name:	Race:	_ Alignment:	Name:	Rące:	Alignment:
Abilities TEMP STR	Shills	Feats	Abilities Teme STR	Shills Shills	Feats
Initiative: Spee AC: Touch: _ Attacks		Sp./Reach:/ Sp./Reach:/_	Initiative: S AC: Touch Attachs	: Flat-footed:	Att./Grapple:/ Sp./Reach:/_ Saves —) Fort:) Ref:
Notes/Equipment Kenchman/Dre	ead Companion/F	amiliar	Notes/Equipment Henchman/D	read Companio	on/Familiar
Name: Abilities Temp STR DEX CON INT WIS CHA	Race: Shills	### Alignment: Feats	Name:	Skills	### Alignment: #### Reats
Combat HD: Hit Initiative: Spec	Points: Current: _ ed: Base Att./ Flat-footed: /// ('Grapple:/	Combat HD: F Initiative: S	Hit Points: Cur peed: Base :: Flat-footed: /_/_/ (/_/_/_ (/_/_/_ (rent:
Special Attachs	Special O	nalities	Special Attachs	Spe	cial Qualities
Notes/Equipment			Notes/Equipment		



Bar	d Powers	4.			
Bardic	Knowledge: <u>INT</u> + <u>Lev</u> + =	Countersong: Fascinate: Inspire Courage +:	✓ Inspire Competence✓ Suggestion:✓ Inspire Greatness:	☐ Inspire Heroics:	
Bar Ku.	Dancing Lights Light Daze Mind-Affecting Detect Magic Flare Light Ghost Sound Know Direction Light Lullaby Mind-Affecting Mage Hand Mending Message (Language-Dependant) Open/Close Prestidigitation Read Magic Resistance Summon Instrument	Cast Comp. Cast Time	DURATION	Max. known:	PHB216
000000000000000000000000000000000000000	Alarm Animate Rope Cause Fear [Fear, Mind-Affecting] Charm Person [Mind-Affecting] Comprehend Languages Confusion, Lesser [Mind-Affecting] Cure Light Wounds Detect Secret Doors Disguise Self Erase Expeditious Retreat Feather Fall Grease Hypnotism [Mind-Affecting] Identify Insatiable Thirst [Mind-Affecting] Magic Mouth Nystul's Magic Aura Obscure Object Remove Fear Rheumatism Silent Image Siren Song [Sonic, Mind-Affecting] Summon Monster I Tasha's Hideous Laughter [Mind-Aff] Undetectable Alignment Ventriloquism	Ab VSF 1 act Close Tr VS 1 act Medium Ne VS 1 act Close En VS 1 act Close Di VSM 1 act Persona	2 hrs/lev (D) - 1 round/lev - 1d4 rounds - 1 hr/lev - 10 min/lev - 1 round - 1 min/lev (D) - 1 nstantaneous - 1 min/lev (D) - 1 round/lev (D) - 1 round/lev (D) - 1 round/lev (D) - 1 round/lev (D) - 2 round/lev (D) Special - 2d4 rounds (D) Will n. 1 round/lev (D) Special - 2d4 rounds (D) Will n. 1 round/lev (D) Special - 2d4 rounds (D) Will n. 1 round/lev (D) - 8 hours (D) - 8 hours (D) - 10 min - 10 Omin - 10 Concentration Concentra	Marks a rope move at your command Masks a rope move at your command One creat with up to 5 HD flees Makes one person your friend You understand all spoken/written languages One creature is confused for 1 round Cures 1d8 hp +1 per level (max. +5) Reveals hidden doors within 60 ft Changes your appearance Mundane or magical writing vanishes Your speed increases by 30 feet Objects or creatures fall slowly Makes 10-ft square or 1 object slippery Fascinates 2d4 HD of creatures Determines properties of magic item Yictim does anything to consume liquid Speaks once when triggered Afters object's magic aura Masks object against scrying Suppresses fear or gives +4 on saves Ray fuses bones into arthritic mounds Creates minor illusion of your design While the caster sings, no one will harm him Puts 4 HD of creatures into magical slumber Calls extraplanar creature (11st-lev) Subject loses action for 1 round/lev Conceals alignment for 24 hours Invisible force obeys your commands	PHB197 PHB199 PHB208 PHB209 PHB212 PHB215 PHB215 PHB227 PHB228 PHB227 PHB237 PHB242 PHB242 PHB245 PHB257 PHB245 PHB257 PHB258 PHB271 VRA32 PHB297 PHB298

Bard Spells SPELL NAME SCH. COMP. CAST TIME RANGE DURATION SR **E**FFECT 2nd-Level Spells Spells: ___ + ___ = ____ Cast: | | | | | | | | | Save DC: _ Max. known: ____ \bigcup \bigc [Fear, Mind-Affecting] | VSF act round/lev (D)Will n. Close Target believes the presence of allergen VRA25 Alter Self Personal 10 min/lev (D) -Tr_ VS <u> 1 act</u> Assume form of a similar creature PHB197 Animal Messenger 1 act Close 1 day/lev PHB198 [Mind-Affecting] En VSM Sends a Tiny animal to a specific place Concentration Will n Permanent (D) For n. Animal Trance act Will n PHB198 [Mind-Affecting, Sonic] En_VS Close Fascinates 2d6 HD of animals Medium Blindness/Deafness Ne V act Makes subject blinded or deafened PHB206 Will n Blur 1 act Touch 1 min/lev (D) Attacks miss subject 20% of the time PHB206 V Calm Emotions [Mind-Affecting] <u>Medium</u> 1 round/lev (D) Will n. <u>En</u> VS act Calms creatures, negating emotion effects PHB207 Willn Cat's Grace Tr_ VSM act Touch 1 min/lev Subject gains +4 Dex for 1 min/lev PHB208 Cure Moderate Wounds Will 1/2 <u>Co</u> <u>VS</u> act Touch Instantaneous Cures 2d8 damage +1/lev (max. +10) PHB216 Darkn<u>ess</u> 10 min/lev (D) [Darkness] VM act Touch 20-ft radius of supernatural shadow PHB216 <u>Ev</u> Daze Monster Will n [Mind-Affecting] <u>En_</u> VSM act Medium 1 round Living creature up to 6 HD loses next action PHB217 Delay Poison Touch 1 hour/lev <u>Co</u> VS act For n. Stops poison from harming subject PHB217 1 min/lev (D) Will n. И Detect Thoughts [Mind-Affecting] <u>Di</u>_ VSF <u> 1 act</u> 60 ft Allows "listening" to surface thoughts PHB220 П Tr_ Will n. Subject gains +4 Cha for 1 min/lev PHB225 <u>Eagle's Splendor</u> VSM 1 act Touch 1 min/lev Will n. Enthrall [Language-Dep., Mind-Aff., Sonic] VS 1 round <u>Medium</u> Up to 1 hour Captivates all within range PHB227 En_ 1 min/lev 1 round/lev Will n PHB233 Fox's Cunning VSM Touch Subject gains +4 Int for 1 min/lev act Will n. Glitterdust <u>Co</u> VSM act <u>Medium</u> Blinds creatures, outlines invisible creatures PHB236 П act Will n. Heroism [Mind-Affecting] En_ VS Touch 10 min/lev Gives +2 on attacks, saves, skill checks PHB240 1 round/lev (D)Will n. Hold Person [Mind-Affecting] <u>Medium</u> Paralyzes one humanoid for 1 round/lev <u>En</u> VSF act PHB241 Will n. П Hypnotic Pattern 1 <u>Medium</u> onc.+2 rds Fascinates 2d4+1 HD/lev of creatures [Mind-Affecting] VSM act Invisibility min/lev (D) Will n. 11_ VSM act Touch Subject is invisible until it attacks PHB245 Locate Object Ν Di_ VSF act Long min/lev Senses direction toward object PHB249 Will dis. Minor Image onc.+2 rds Creates minor illusion with some sound VSF act Long PHB254 П 11_ Personal 1 min/lev (D) Mirror Image VS act Creates 1d4+1/3 lev decoys of you (max 8) -/Will Misdirection Il VS act Close 1 hour/lev n. И Misleads divinations for one creature/object PHB254 Pyrotechnics Tr__VSM act Long Special Special Sp. Turns fire to blinding light or choking smoke PHB267 [Mind-Affecting] Conc.+1 rd/lev <u>Rage</u> En VS act Medium Gives +2 Str, +2 Con, -2 AC, +1 to Will saves Scare Shatter Will part. Ne VSM 1 round/lev [Fear, Mind-Affecting] act <u>Medium</u> Panics creatures of less than 6 HD [Sonic] VSM act Close <u>Instantaneous</u> Specia Sonic vibration damages objects or creatures Ev_ -/Will n. Silence VS act Long min/lev (D) Sp. Negates sound in 15-ft radius Sound Burst [Sonic] act Close <u>Instantaneous</u> For part. Deals 1d8 sonic damage to subjects, may stun PHB281 VSF Ev_ Will'n. Suggestion [Language-Dep., Mind-Affecting] En VM act lose hour/lev Compels subject to follow course of action PHB285 Summon Monster II VSF round Close round/lev (D) N Calls extraplanar creature (1 2nd or 1d3 1st) PHB286 Co Conc. +2 rds 10 min/lev Summon Swarm Co VSM Close Ν 1 round Summons swarm of bats, rats, or spiders PHB289 Will n. N Speak any language VM 1 act <u>Tou</u>ch PHB294 Tonques Di Whispering Wind 1 mile/lv 1 hour/lev [Air] 1 act N Sends a short message up to 1 mile/lev PHB301 Tr VS Save DC: ____ 3rd-Level Spells Cast: | | | | | | | | | | | | Spells: ___ + ___ = __ Max. known: ____ <u>Personal</u> 1 round/lev (D) N You randomly vanish and reappear <u>Tr___VS_</u> 1 act PHB206 Will n. Charm Monster П [Mind-Affecting] En VS 1 act Close <u>1 day/lev</u> Makes monster believe it is your ally PHB209 N Hear or see at a distance for 1 min/lev 1 min/lev (D) Clairaudience/Clairvoyance <u>10 min</u> Di__VSF_ Long PHB209 Will n. [Mind-Affecting] PHB212 Confusion VSM 1 act <u>Medium</u> 1 round/lev Subject behave oddly for 1 round/lev <u>En</u> Will n. Crushing Despair [Mind-Affecting] En_ VSM <u> 1 act</u> 30 H 1 min/lev Subjects get -2 to attack, damage, saves, checks PHB215 Cure Serious Wounds act Touch <u>Instantaneous</u> Will 1/2 Cures 3d8 damage +1/lev (max. +15) <u>Co</u> <u>VS</u> PHB216 10 min/lev (D) <u>Daylight</u> [Light] act <u>Touch</u> 60-ft radius of bright light PHB216 Ev_ VS Will n. [Mind-Affecting] Deep Slumber En VSM Close 1 min/lev Puts 10 HD of creatures to sleep <u>1 round</u> PHB217 act Dispel Magic VS <u>Medium</u> <u>Instantaneous</u> N Cancels magical spells and effects PHB223 1 round/lev (D)Will n. <u>Displacement</u> VM <u>Touch</u> act Attacks miss subject 50% PHB223 Will part. [Fear, Mind-Affecting] 30 ft round/lev Subjects in cone flee for 1 round/lev Fear Νe VSM act PHB229 min/lev (D) Gaseous Form N Subject gets insubstantial and can fly slowly Tr_ SM act Touch PHB234 Will n. Geas, Lesser [Language-Dep., Mind-Affecting] dau/lev (D) <u>En</u>_ round Close Commands subject of 7 HD or less PHB235 Personal 10 min/lev (D) +30 to Bluff, lies can escape discernment Glibness act Will n Good Hope [Mind-Affecting] En VS act Medium min/lev Subject gets +2 to attack, damage, saves, checks PHB237 round/lev Tr_ VSM act Close For n. One creat/lev is faster, +1 to attack, saves, AC PHB239 Will n. [Mind-Affecting] Touch day/lev (D) Illusory Script ıl VSM min+ Only intended reader can decipher PHB243 Invisibility Sphere Leomund's Tiny Hut <u>Touch</u> min/lev (D) Will n. ıl – VSM act Makes everyone within 10 ft invisible PHB245 hrs/lev (D) [Force] VSM act Creates shelter for 10 creatures PHB247 Ev_ Will dis. N Visual, sound, olfactory, thermal illusion Major Image act Long Conc.+3 rds. PHB252 ıl VSF Oft Touch Phantom Steed <u>10 min</u> <u> 1 hr/lev (D)</u> <u>N</u> Magic horse appears for 1 hr/lev PHB260 CoVS Will n. Remove Curse Ab VS act Instantaneous Frees object or person from curse Will n. Scrying min/lev PHB274 VSMF hour Special Spies on subject from a distance Di hour/lev (D) Sculpt Sound Will n. <u>Tr_</u> act Close Touch Creates new sounds or changes existing ones PHB275 VS <u>1</u> Secret Page VSM 10 min Permanent Changes one page to hide its real content PHB275 Tr_ See Invisibility Personal 10 min/lev (D VSM 1 act Reveals invisible creatures or objects PHB275 Di [Force] 1<u>0 min</u> <u>Sepia Snake Sigil</u> VSM Touch Special N Creates text symbol that immobilizes reader PHB276 <u>Co</u> round/lev Will n. <u>Tr_</u> VSM act Close Y 1subj./lev takes 1 act/roung. _____ N You can communicate with animals 1 subj./lev takes 1 act/round., -2 AC and attack PHB280 olow Personal Speak with Animals act 1 min/lev PHB281 Di VS Summon Monster III 1 round/lev (D) N Calls extraplanar (13rd, 1d3 2nd or 1d4+11st) PHB286 Close <u>Co</u> VSF 1 round

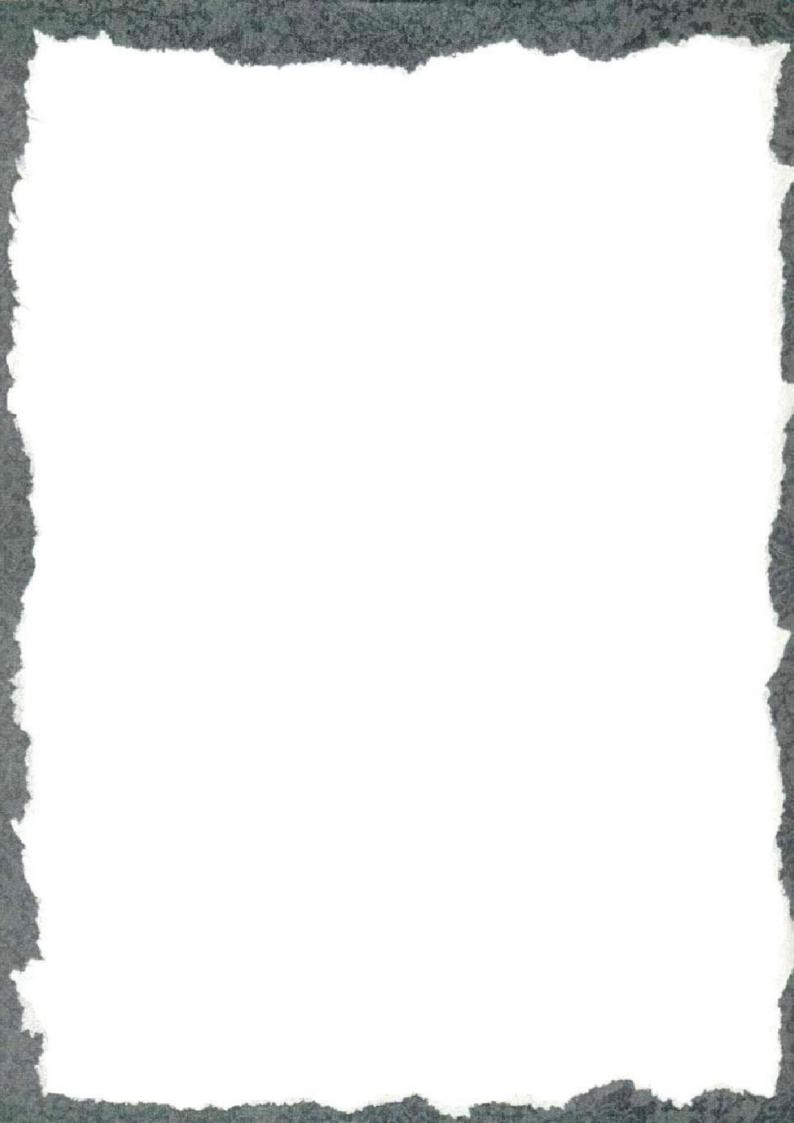
Bard Spells SPELL NAME Sch. Comp. Cast Time Range DURATION SAVE SR **E**FFECT 4th-Level Spells Cast: | | | | | | | | | | | | | | Spells: ___ + ___ = ____ Save DC: __ Max. known: ____ □□□□□ <u>Awaken Guilt</u> Touch Close Touch Will n. Target falls into Mental Shock for 146 min [Mind-Affecting] En VSM 1 act Special <u>Y</u> <u>Y</u> Break Enchantment Ab VS Instantaneous Special 1 min Frees subject from magical effects Instantaneous Will 1/2 Cure Critical Wounds 1 act Cures 4d8 damage +1/lev (max +20) PHB215 Co VS Detect Scrying VSM 1 act 40 ft 24 hrs И Alerts you of magical eavesdropping PHB219 Di_ -/Will n. Instantaneous Dimension Door <u>V___</u> Sp. Teleports you short distance [Teleportation] <u>Co</u> act Long PHB221 Will n. Dominate Person [Mind-Affecting] 1 round 1 dav/lev Controls humanoid telepathically PHB224 Εn VS Close 10 min/lev Will n Freedom of Movement 1 act VSM Subject moves normally despite impediments PHB233 Touch hrs/lev (D) Will dis. N Hallucinatory Terrain VSM 10 min 11_ Long Makes one type of terrain appear like another PHB238 1 round/lev (D) Will n. Hold Monster [Mind-Affecting] <u>En</u> VSM 1 act Medium Paralyzes one creature for 1 round/lev PHB241 1 round/lev (D) Will n. Invisibility, Greater ıΪ¯ VS 1 act Touch Subject is invisible even if it attacks PHB245 Legend Lore Leomund's Secure Shelter Personal Special Di VSMF Special Learn tales about a person, place, or thing PHB246 hrs/lev (D) N Creates sturdy cottage Close Co VSMF 10 min PHB247 N Indicates direction to familiar creature Locate Creature <u>Di</u>_ VSM <u>1 act</u> <u>Long</u> 10 min/lev PHB249 Will n. <u>V</u>S Modify Memory [Mind-Affecting] 1 round Close Permanent Changes 5 minutes of subject's memories PHB255 En_ Will n. Neutralize Poison VSM <u> 1 act</u> Touch 10 min/lev Detoxifies venom in or on subject PHB257 Co Conc. + 1r/lev Will n. 10 min/lev (D) -/Will n. [Mind-Affecting] Medium 10 ft $\underline{\text{II}}_-$ Rainbow Pattern <u>VSM</u>F 1 act Lights fascinate 24 HD of creatures Repel Vermin PHB271 <u>Ab</u> VS_ <u>1 act</u> Insects, spiders, and vermin stay 10 ft away Y Mimics conjuring below + ...

N Deafens all within cone and deals 5d6 dama

N You can talk to plants and plant creatures

- IL extraplanar (14th, 1d3 5rd or 1d4+12 Shadow Conjuration Will dis. $\underline{\Pi}_{-}$ VS <u> 1 act</u> Special Special Mimics conjuring below 4th lev., 20% real [Sonic] <u> 1 act</u> <u>30 ft</u> Instantaneous Special Deafens all within cone and deals 5d6 damage PHB279 Shout Ev V Speak with Plants VS 1 act <u>Personal</u> 1 min/lev Di 1 round/lev (D) Summon Monster IV Co VSF_ 1 round Close Calls extraplanar (14th, 1d3 3rd or 1d4+12nd) PHB286 Zone of Silence Personal 1 hour/lev (D) -N Keeps eavesdroppers from overhearing 11_ 5th-Level Spells Spells: ___ + ___ = __ Save DC: ____ Max. known: ___
 Instantaneous
 Will 1/2
 Y
 Cures 148 damage +1/lev for many creatures
 PHB216

 Instantaneous
 N
 Dispels magical effects, +20 on check
 PHB223
 Cure Light Wounds, Mass Co VS 1 act Close Ab VS Dispel Magic, Greater 1 act Medium Y Sends message to anyone sleeping
N Fools scrying with an illusion Dream 1 min Unlimit. [Mind-Affecting] <u>II</u>_ Special VS 1 hour/lev (D) False Vision VSM 1 act Touch PHB229 H Will n. Y Subjects in fog get -10 Wis and Will checks PHB254
Will dis. N Terrain and structures appear like another PHB254 1 min/lev [Mind-Affecting] En VS Heroism, Greater 1 act Touch Mind Fog [Mind-Affecting] 1 act Medium VS Special En_ Mirage Arcana 1 act VS_ Long Mislead 1 act 11_ S Close Unlimit. Instantaneous Will n. Nightmare 10 min [Mind-Affecting, Evil] <u>II</u>_ VS Sends vision dealing 1d10 damage, fatique Persistent Image Will dis. N Creates illusion of your design, no concentr. PHB260 VSF 1 min/lev (D) 1 act Long 12 hours (D) 12 hours (D) Special Sp. Changes appearance of 1 person/2 lev Special Will dis. Y Mimics evocation below 5th lev, 20% re 1 hour/lev (D) Will n. Y Step into shadow to travel rapidly 1 act Seeming VS Close PHB275 Shadow Evocation <u>II</u>_ 1 act VS Special Mimics evocation below 5th lev, 20% real Shadow Walk Il VS 1 act Touch PHB277 Will n. Y Forces targets to attack each other Y Compels 1 subject/lev to a course of Song of Discord [Mind-Affecting, Sonic]
Suggestion, Mass [Lang-Dep., Mind-Aff] Medium Medium 1 round/lev 1 hour/lev 1 act 1 act En VS <u>En_</u> VM Compels 1 subject/lev to a course of action PHB285 1 round/lev (D)-N Calls extraplanar (15th, 143 4th or 144+13rd) PHB286 Close Summon Monster V VSF 1 round Co 6th-Level Spells Cast: | | | | | | | | | | | | Spells: ___ + ___ = ____ Save DC: ____ Max. known: ___ □□□□ Analyze Dweomer round/lev (D) -/Will n. N Reveals magical aspects of subject Di__VSF_ N Objects attack your foes
Y One subject/lev gets +4 to Dex
Monsters in 30 ft believe they a Animate Objects <u>1 act</u> Medium 1 round/lev Tr__VS__ PH B199 -Will n. Cat's Grace, Mass 1 act Close 1 min/lev Tr__VSM_ Will n. Charm Monster, Mass [Mind-Affecting] 1 act <u>Close</u> 1 day/lev Monsters in 30 ft believe they are friends En PHB209 Will 1/2 Cure Moderate Wounds, Mass 1 act Co VS <u>Instantaneous</u> Cures 2d8 damage +1/lev for many creatures PHB216 60 ft Danse Macabre <u>Ev</u> VS 1 round Special Special Does 1d6/lev (max 15d6) to undead Will n. Eagle's Splendor, Mass 1 min/lev 1 round/3 lev VSM <u> 1 act</u> Close One subject/lev gets +4 to Cha PHB225 Tr_ Eyebite Find the Path [Evil] <u>N e</u> VS_ act Close Target becomes panicked, sickened, comatose PHB228 3 rds 10 min/lev VSF_ Touch PHB230 Di Fox's Cunning, Mass Close Close VSM act min/lev PHB233 Tr_ 10 min 1 day/lev (D) Geas/Quest [Lang.-Dep., Mind-Affecting] En V Places a magical command on a creature 10 min N Heroes' Feast Close Food for 1 creat/lev cures and gives bonuses PHB240 VS Special Co Otto's Irresistible Dance 1d4+1 rounds [Mind-Aff.] V 1 act Touch Forces subject to dance PHB259 <u>En</u> Permanent (D) Will dis. $\frac{1}{N}$ Permanent Image VSF 1 act Includes sight, sound, and smell PHB260 1 Long Perm, then 1r/l Will dis. Programmed Image 1 act N II VSF Creates full illusion triggered by event Long PHB265 1 round/lev (D) Will dis. 1 hour/lev Will n. <u>N</u> <u>Y</u> Project Image $\underline{\Pi}_-$ Medium PHB265 VSM 1 act Illusory double can talk and cast spells Scrving, Greater act As scrying, but faster and longer PHB274 Di VS Special shout. Greater [Sonic] 1 act Instantaneous Special VSF Yell deals 10d6 damage, stuns, damages objects PHB279 Ev Summon Monster VI 1 round/lev (D)- \overline{N} <u>V</u>SF 1 round Close Calls extraplanar (16th, 1d35th or 1d4+14th) PHB287 <u>Co</u> [Sonic] Sympathetic Vibration VSM 10 min 1 round/lev Deals 2d10 damage/round to a structure <u>Ev</u> Touch 1 round/lev -Conc. +1 hr/lev Will n. PHB291 VS 1 act Long Changes appearance of group of creatures PHB298



Cleric Powers Check Result Max HD Affected Turn/Rebuke Undead Domain: __ Domain: Turning Check: $1d2O + \underline{CHA} + \underline{\hspace{1cm}} = \underline{\hspace{1cm}}$ Times per Day: $3 + \underline{CHA} + \underline{\hspace{1cm}} = \underline{\hspace{1cm}}$ Turning Damage: $2d6 + \underline{CHA} + \underline{\hspace{1cm}} = \underline{\hspace{1cm}}$ Granted Power: Granted Power: Cleric Spells Kn. PREP. SCROLL SPELL NAME Sch. Comp. Cast Time Range SAVE SR DURATION EFFECT o-Level Spells Spells: ___ + ___ = ____ Close Instantaneous - N Creates 2 gallons/lev of pure water Touch Instantaneous Will 1/2 Y Cures 1 point of damage 60 ft 1 min/lev (D) - N Detect spells and magic items within 60 ft Create Water Cure Minor Wounds Detect Magic PHB219 Di VS 1 act Close Touch Detect Poison Guidance PHB219 PHB238 Ne VS 1 act [Light] Ev VD 1 act Inflict Minor Wounds Touch PHB244 Touch Light PHB248 Tr vs 1 act 10 ft 10 ft Mending PHB253 Purify Food and Drink 1 act PHB267 Tr__VS__ Di VSF 1 act N Read scrolls and spellbooks Y Subject gains +1 on saving throws Y Subject gains 1 temporary hit point Personal 10 min/lev - Will n. Read Magic PHB269 Resistance Ab VSD PHB272 Virtue Tr <u>vsp 1 act</u> Touch 1 min For n. PHB298

1st-Level Spells Spells: +	=		Cast: □[□□□□ Sa	ve DC:	_	Max. known: \bigcap \bigcap \bigcap \bigcap	
Bane [Fear, Mind-Affecting	/ En	VSD	1 act	50 ft	1 min/lev	Will n.	Υ	Enemies suffer -1 to attacks and saves vs. fear	PHB203
Bless [Mind-Affecting		VSD	1 act	50 ft	1 min/lev			Allies gain +1 to attack and saves vs. fear	PHB205
Bless Water (Good	– –– 7 Tr	VSM	1 min	Touch	Instantaneous	Will n.	Ÿ	Makes holy water	PHB205
Cause Fear [Fear, Mind-Affecting	– –– // Ne	VS	1 act	Close	Special	Will part.	Ÿ	One creature up to 5 HD flees for 1d4 rounds	PHB208
Command [Language-Dep., Mind-Affecting	/ En	V	1 act	Close	1 round	Will n.	Y_	Subject obeys selected command for 1 round	PHB211
Comprehend Languages	<u>Di</u>	VSD	1 act	Personal	10 min/lev		\overline{N}	Understand all spoken and written languages	PHB212
Cure Light Wounds [Healing	<u>1 Co</u>	VS_	<u> 1 act</u>	Touch	Instantaneous	Will 1/2	<u>Y</u> _	Cures 1d8 damage +1 per level (max +5)	PHB215
Curse Water	<u> Ne</u>	VSM	<u>1 min</u>	<u>Touch</u>	Instantaneous	Will n.	<u>Y</u> _	Makes unholy water	PHB216
Deathwatch [Evil	<u> Ne</u>	VS	<u> 1 act</u>	30 ft	10 min/lev	Special	\overline{N}	Reveals how near neath subjects are in 30-ft	PHB217
Detect Chaos	_ <u>Di</u> _	VSD_	<u> 1 act</u>	60 ft	10 min/lev (D		\overline{N}	Reveals creatures, spells or objects	PHB218
Detect Evil	<u>Di</u>	VSD	1 act	60 ft	10 min/lev (D		И	Reveals creatures, spells or objects	PHB218
Detect Good	<u>Di</u>	VSD_	1 act	60 ft	10 min/lev (D		И	Reveals creatures, spells or objects	PHB219
Detect Law	<u>Di</u>	VSD	1 act	60 ft	10 min/lev (D)	И	Reveals creatures, spells or objects	PHB219
Detect Undead	<u>Di</u>	VSD_	<u>1 act</u>	60 ft	1 min/lev (D)		Ϋ́	Reveals undead within 60 ft	PHB220
Divine Favor	Ev	VSD_	1 act	Personal	1 min	-	N	Gain +1 to hit and damage per 3 levels	PHB224
Doom[Fear, Mind-Affecting			1 act	Medium	1 min/lev	Will n.	<u>Y</u> _	Subject suffers -2 to hit, dmg, checks, saves	PHB225
Endure Elements	<u> Ab</u>	VS_	1 act	Touch_	24 hrs		<u>Y</u> _	Exist comfortably in hot or cold environm.	PHB226
Entropic Shield	<u> Ab</u>		1 act	Personal	1 min/lev (D)	-	Ň	Ranged attacks against you miss 20%	PHB227
Epiphany IGood, Mind-Affecting		VSM	1 act	Close	10 min	Will n.	<u>Y</u> _	Recipient gets +4 vs. Horror Checks	VRA34
Hide from Undead	<u> Ab</u>	VSD_	1 act	Touch	10 min/lev (D		<u>Y</u> _	Undead can't perceive one subject/level	PHB241
Inflict Light Wounds	<u>Ne</u>		1 act	Touch_	Instantaneous	Will 1/2	<u>Y</u> _	Touch deals 148 damage +1/lev (max +5)	PHB244
Magic Stone	_ <u>Tr_</u>	VSD	1 act	Touch_	30 min	Will n.	<u>Y</u> _	3 stones gain +1 to hit and do 1d6+1 damage	PHB251
Magic Weapon	_ <u>Tr_</u>	VSD	1 act	Touch	1 min/lev	Will n.	Y-	Weapon gains +1 bonus	PHB251
Obscuring Mist	<u>Co</u>		<u>1 act</u>	20 ft	1 min/lev	- 147:11	Ϋ́	Fog surrounds you	PHB258
Protection from Chaos ILawful			1 act	Touch_	1 min/lev (D)	Will n.	Ϋ́	+2 AC and saves; counter mind control	PHB266
Protection from Evil IGood		VSD	1 act	Touch_	1 min/lev (D)	Will n.	1/	+2 AC and saves; counter mind control	PHB266
Protection from Good [Evil		VSD_	1 act	Touch_	1 min/lev (D)	Will n.	Ϋ́	+2 AC and saves; counter mind control	PHB266
Protection from Law [Chaotic		VSD_	1 act	Touch_	1 min/lev (D)	Will n. Will n.	$\frac{\Lambda}{\Lambda}$	+2 AC and saves; counter mind control	PHB266
Remove Fear Sanctuary	_ <u>Ab</u>	VS_	<u>1 act</u> 1 act	Close Touch	10 min 1 round/lev	Will n.	-17	+4 on saves vs. fear for 1 subject +1/4 lev	PHB271
Shield of Faith	_ <u>Ab</u>	VSD	1 act	Touch	1 min/lev	Will n.	14	Opponents can't attack you, you can't attack	PHB274
Summon Monster I	<u> Ab</u>	VSM			1 round/lev (D		<u>N</u>	Aura grants +2 or higher deflection bonus	PHB278
<u>3ummon Monster I</u>	<u>Co</u>	VSD	1 round	<u>Close</u>	I round/lev (D) -	14	Calls a 1st-level extraplanar creature	PHB285
Dom.□									

Cleric Spells SAVE Kn. PREP. SCROLL SPELL NAME Sch. Comp. Cast Time Range DURATION SR **E**FFECT 2nd-Level Spells Cast: | | | | | | | | | Spells: ___ + ___ = ____ Save DC: _ Max. known: ____ 1 min/lev 1 min/lev [Mind-Affecting] En VSD +1 to hit and save vs. fear, +1d8 temp. hp +1/lev PHB196 1 act <u>Touch</u> Will n. Align Weapon 1 act Touch Weapon becomes good, evil, lawful or chaotic PHB197 Tr___VSD_ N Learn whether an action will be good or bad PHB202 Personal Augury Di VSMF 1 min Instantaneous Bear's Endurance Bull's Strength Will n PHB203 VSD act Touch 1 min/lev Subject gains +4 Con for 1 min/lev Tr_ Touch Will n. Tr_ Subject gains +4 Str for 1 min/lev PHB207 VSD act 1 min/lev Medium 1 round/lev (D) Will n Calm Emotions [Mind-Affectina] 1 act Calms creatures, negating emotion effects PHB207 En VSD Consecrate Close 2 hours/lev N act Fills area with positive energy, weakens undead PHB212 [Good] Ev_ VSMD Cure Moderate Wounds Will 1/2 Touch Instantaneous PHB216 [Healing] <u>Co</u> <u>VS</u> act Cures 2d8damage +1/lev (max +10) 10 min/lev (D) Darkness [Darkness] Ev_ VMD 1 act Touch 20-ft radius of supernatural shadow PHB216 Death Knell Delay Poison 20 min/HD 1 hour/lev Will n. Kills 1 creature, gain 1d8 hp, +2 Str and 1 level PHB217 [Death, Evil] <u>Ne</u> VS act Touch For n. [Healing] Co VSD act Touch Stops poison from harming subject for 1 hr/levPHB217 2 hours/lev Desecrate [Evil] <u>Ev</u> VSMD 1 act Close Fills area with neg. energy, strength. undead PHB218 Will n. Eagle's Splendor VSD <u>1 act</u> Touch 1 min/lev Subject gains +4 Cha for 1 min/lev PHB225 [Language-Dep., Mind-Aff., Sonic] Enthrall En VS Up to 1 hour 1 min/lev Will n Captivates all within range 1 round Medium Y Captivates all within range
Notice traps as a roque does PHB227 Find Traps VS act <u>Personal</u> PHB230 Di Will n <u>Gentle Repose</u> Ne VSD act <u>Touch</u> day/lev Preserves one corpse PHB235 1 round/lev (D)Will n. Hold Person [Mind-Affecting] Medium En_ VSD act Paralyzes one humanoid for 1 round/level PHB241 Inflict Moderate Wounds Touch Will 1/2 Ne VS <u> 1 act</u> <u>Instantaneous</u> Touch deals 2d8 damage +1/lev (max +10) PHB244 Close Toucl <u>Make Whole</u> act <u>Instantaneous</u> Will n. Repairs an object PHB252 Tr_ VS Will n. Subject gains +4 Wis for 1 min/lev <u>Owl's Wisdom</u> Tr__VSD min/lev PHB259 act N Protection from Curses Ab VSM <u>1 min</u> <u>Touch</u> <u>1 day/lev</u> Will n. Target has +4 to ST against curses VRA36 Reflect Pain [Mind-Affecting] Touch round/lev Will n. Reflects back the pain En VSM act VRA36 Will n. [Healing] <u>Remove Paralysis</u> act Close <u>Instantaneous</u> Frees 1 or more creatures from paralysis/slow PHB271 <u>Co</u> VS Resist Energy Touch 10 min/lev For n. Ignores 10+ damage/attack from energy type PHB272 Ab VSD act Will n. Restoration, Lesser Co VS 3 rds <u>Touch</u> <u>Instantaneous</u> Repairs 1d4 ability damage PHB272 See Ethereal Resonance Will n Di_VS act <u>Touch</u> 1 round/lev Subject can see the Near Ethereal VRA25 <u>Shatter</u> [Sonic] Ev VSD act <u>Close</u> <u>Instantaneous</u> Special Vibrations damage objects/crystalline creat. PHB278 Will n <u>Shield Other</u> <u>Close</u> hour/lev (D) PHB278 Ab VSF act You take half of subject's damage Silence act Long min/lev (D) Specia Sp. Negates sound in 15-ft radius PHB279 VS Sound Burst [Sonic] Ev_ VSD act Close Instantaneous For part. Deals 1d8 sonic damage to subjects, may stun Spiritual Weapon [Force] VSD act Medium round/lev (D) Magic weapon attacks on its own PHB283 Ev_ Status Will n act <u>Touch</u> hour/lev Monitors condition and position of allies PHB284 Di VS Monitors condition and position of allies

Calls extraplanar creature (12nd or 1d3 1st) Summon Monster II VSD round Close round/lev (D) PHB286 Co Undetectable Alignment act 24 hrs Ab VS Close Conceals alignment for 24 hrs PHB297 Will n. Zone of Deception [Mind-Affecting] 1 act min/lev Subjects within range cannot tell the truth RPHB120 En VSD Close Zone of Truth [Mind-Affecting] En VSD 1 act Close 1 min/lev Will n. Y Subjects within range cannot lie PHB303

Dom.□ Dom.□ Cleric Spells Kn. Prep. Scroll SPELL NAME Sch. Comp. Cast Time Range DURATION SAVE SR **E**FFECT 3rd-Level Spells Spells: ___ + __ = ____ Cast: | | | | | | | | | | | Save DC: ____ Max. known: ____ \bigcirc \big Will n. Y Subject is immune to pain

5 - N Creates undead skeletons and zombies

Will n. Y Target undead has +1 to 5T and +3 to tur Medium 5 min/lev Touch Instantaneo [Mind-Affecting] En VSM 1 act Anesthesia VRA33 Instantaneous -1 min/lev (D) Will n. Animate Dead [Evil] Ne VSM PH B198 1 act Augment Undead Medium [Evil] Ne VSF Target undead has +1 to ST and +3 to turn res. VRA28 Y Target undead has +1 to S1 and +3 to turn
Y Target falls into Mental Shock for 1d6 min
Y -6 to ability; -4 to rolls; or 50% lose act
Y Makes subject blinded or deafened
N You return as a 2nd-rank ancient dead
Infects subject with chosen disease
N Makes a permanent heatless torch Awaken Guilt [Mind-Affecting] En VSM 1 act Will n. Target falls into Mental Shock for 146 min Touch Special VRA26 Permanent Will n. Bestow Curse Touch <u>Ne</u> <u>VS</u> 1 act PHB203 Permanent (D) For n. Blindness/Deafness Medium PHB206 Ne V 1 act Borrowed Time, Lesser <u>Ne VM</u> 3 days Personal Special RPHB118 Instantaneous For n. [Evil] Ne VS PHB213 Contagion 1 act Touch Continual Flame 1 act Permanent -[Light] Ev VSM Touch PHB213 Create Food and Water Cure Serious Wounds Y Feeds 3 humans or 1 horse/level
Y Cures 3d8 damage +1/lev (max +15 <u>Co</u> <u>VS</u> <u>10 min</u> <u>24 hrs</u> Close PHB215 Instantaneous [Healing] Co VS 1 act Touch Cures 348 damage +1/lev (max +15) PHB216 10 min/lev (D) -N 60-ft radius of bright light Touch Daylight <u>VS___</u> 1 act [Light] Ev PHB216 Deeper Darkness [Darkness] <u>Ev</u> <u>VD</u>_ <u>1 act</u> Touch 1 day/lev (D) N Object sheds shadow in 60-ft radius PHB217 Y Target undead has -1 to ST and -5 to turn res. VRA28
N Cancels spells and magical effects PHB225 Will n. Diminish Undead Medium 1 min/2 lev Ne VSF <u>1 act</u> Medium Instantaneous -Special Dispel Magic <u>Ab</u> VS <u> 1 act</u> Glyph of Warding Helping Hand Until disch. 1 hour/lev Sp. Inscription harms those who pass it
 N Ghostly hand leads subject to you <u>10 min</u> Touch 5 mile Ab VSM PHB236 miles 1 act <u>Ev</u> VSD PHB239 Will n. Y Immerses caster's mind into target's
Y Touch deals 5d8 damage +1/lev(max +1
N Dispels invisibility within 5 ft/level [Mind-Affecting] Di VS_ 1 round <u>Immerse Mind</u> <u> 1 act</u> Touch VRA24 Inflict Serious Wounds Invisibility Purge Instantaneous Will 1/2 Ne VS <u> 1 act</u> <u>Touch</u> Touch deals 3d8 damage +1/lev (max +15) PHB244 Personal 1 act 1 min/lev (D) Ev VS PHB245 Locate Object Di_ VSD 1 act Long 1 min/lev_ N Senses direction towards object PHB249 Will n. Magic Circle against Chaos [Lawful] Ab VSD <u> 1 act</u> 10 min/lev N +2 AC and saves in 10-ft, no mind control Touch PHB249 1 act 10 min/lev N +2 AC and saves in 10-ft, no mind control Magic Circle against Evil [Good] ΑЬ VSD Touch PHB249 Will n. Magic Circle against Good [Evil] 1 act <u>Touch</u> 10 min/lev N +2 AC and saves in 10-ft, no mind control ΑЬ VSD Will n. N +2 AC and saves in 10-ft, no mind control
Y Armor or shield gains +1/4 levels Magic Circle against Law [Chaotic] <u>Ab</u> VSD 1 act Touch 10 min/lev PHB250 Magic Vestment 1 act 1 hour/lev Will n. <u>Tr_</u> VSD <u>Touch</u> PHB251 10 min/lev N You and your gear merge with stone Meld into Stone [Earth] <u>Tr_</u> <u>VSD</u> <u>1 act</u> Personal PHB252 Will n. Y Masks object against scrying

- Y Allies gain +1 on most rolls, o Obscure Object Prayer 8 hours (D) 1 round/lev Ab VSD 1 act <u>Touch</u> PHB258

Allies gain +1 on most rolls, enemies -1

N Calls extraplanar (1 3rd, 1d3 2nd or 1d4+1 1st) PHB286

Y Allies gain +1 on most rolls, enemies -1
For n. Y Absorbs 12 points/lev damage from energy
For n. Y Cures normal or magical conditions
Will n. Y Frees object or person from curse
For n. Y Cures all diseases affecting subject
- Y Ray deals 1d8/2 lev, more if undead
- Y Ray paralyzes target
Will n. N Corpse answers one question/2 levels
- N Sculpts stone into any shape

N Sculpts stone into any shape

2 hours/lev | Will n. Y | Subjects can breathe underwater |
10 min/lev (D) Will n. Y | Subject treads on water as if solid |
1 round/lev | Y | Deflects arrows, smaller creatures and gases

PHB264

PHB266

PHB270

PHB270

PHB271

PHB275

VRA32

PHB281

PHB284

PHB300

PHB300

[Mind-Affecting] En

[Healing]

[Language-Dependent] Ne VSD

[Water]

[Healing] Co

[Force] Ev

[Earth] Tr

[Air] Ev

Protection from Energy

Remove Curse

Remove Disease

Speak with Dead

Summon Monster III

Water Breathing

Searing Light

Stone Shape

Water Walk

Wind Wall

Dom. Dom.

Shackle

Remove Blindness/Deafness

VSD

VS_

VSD

VSD

VSD

Ab VSD

<u>Ab VS</u>

Ev_VS_

Co VS

Co VSD

Tr_ VSD

Tr VSD

1 act

10 min

1 round

Touch

Touch

Touch

Touch

10 ft

Touch

Close

Touch

Touch

10 min/lev

Medium Instantaneous -

Medium 1 round/lev -

Instantaneous

Instantaneous

1 min/lev (D)

1 min/lev

Instantaneous

1 round/lev (D)

Instantaneous For n.

	Spells -								
Kn. Prep. Sc	ROLL SPELL NAME	Sch.	Сомр.	CAST TIME	RANGE	DURATION	SAVE	SR	Effect
4	th-Level Spells			Cast: □[□□□□ Sav	ve DC:		Max. known:
			_					-	
	Air Walk [Air]	<u>Tr_</u>	VSD	1 act	Touch_	10 min/lev		<u>Y</u> _	Subject treads on air as if solid (45 deg. climb) PHB196
	Control Water [Water]	<u>Tr_</u>	VSD	<u>1 act</u>	Long	10 min/lev (D)	- WATE 4.4	$\frac{\Omega}{M}$	Raises or lowers bodies of water PHB214
	Cure Critical Wounds [Healing]		VS_	<u>1 act</u>	Touch_	Instantaneous		<u>Y</u> _	Cures 4d8 damage +1/lev (max +20) PHB215
	Death Ward	<u>N</u> e		<u>1 act</u>	Touch_	1 min/lev	Will n.	<u>Y</u> _	Grants immunity to death spells and effects PHB217
	Dimensional Anchor	<u>Ab</u>	VS_	1 act	Medium	1 min/lev	- 147:11	Y-	Bars extradimensional movement PHB221
	Discern Lies	<u>Di</u> _	VSD_	<u>1 act</u>	Close	Up to 1 rd/lev	Will n.	$\frac{1}{1}$	Reveals deliberate falsehood PHB221
	Dismissal	AЬ	VSD_	1 act	Close		Will n.	$\frac{Y}{14}$	Forces a creature to return to native plane PHB222
	Divination Divine Power	<u>Di</u> _	VSM	10 min	Personal	Instantaneous		11/	Provides advice for specific proposed actions PHB224
		Ev_	VSD	1 act	Personal	1 round/lev	Will n.	$\frac{\wedge}{N}$	You gain attack bonus, +6 Str and 1 hp/level PHB224
	Freedom of Movement	<u>N</u> e	VSM	1 act	Touch	2 min/lev 10 min/lev	Will n.	<u>Y</u> -	Deal your target with aspect of a zombie RPHB118
	Giant Vermin	<u>Ab</u>	VSMD	1 act 1 act	Touch Close	1 min/lev	<u>V V I I I I) .</u>	- -	Subject moves normally despite impediments PHB233
	Imbue with Spell Ability	Tr_	VSD_	10 min	Touch	Until disch.(D)	- Will p	' -	Turns insects into giant vermin PHB255 Transfers spells to subject PHB243
	Inflict Critical Wounds	<u>Ev</u>	VSD_ VS	1 act	Touch	Instantaneous	Will 1/2	' -	Touch deals 4d8 damage +1/lev(max +20) PHB244
	Magic Weapon, Greater	<u>N e</u> Tr_	VSD	1 act	Close	1 hour/lev	Will n.	\ <u>\</u> -	+1 bonus/4 lev (max +5) PHB251
	Neutralize Poison [Healing]	<u></u>	VSD	1 act	Touch	10 min/lev	Will n.	' -	Detoxifies venom in or on subject PHB257
	Planar Ally, Lesser	<u>Co</u>	VSDX	10 min	Close	Instantaneous	-	ήT	Exchange services with 6-HD extraplanar PHB261
	Poison	N e		1 act	Touch	Instantaneous	For n.	Ÿ	Touch deals 1d10 Con damage, repeat in 1 min. PHB262
	Repel Vermin	<u>Ab</u>	VSD	1 act	10 ft	10 min/lev (D)		Ϋ́	Insects and vermin stay 10 ft away PHB271
	Restoration [Healing]	Co	VSM	3 rds	Touch	Instantaneous	Will n.	Ϋ́	Restores level and ability drains PHB272
	Sending Preaming	Ev	VSD	10 min	Special	1 round	-	Ň	Instantly delivers short messages anywhere PHB275
	Spell Immunity	АЬ	VSD	1 act	Touch	10 min/lev	Will n.	Ϋ́	Subject is immune to 1 spell/4 levels PHB282
	Summon Monster IV	Co	VSD	1 round	Close	1 round/lev (D)		N	Calls extraplanar (1 4th, 1d3 3rd or 1d4+1 2nd) PHB286
	Tonques	Di	VD	1 act	Touch	10 min/lev	Will n.	\overline{N}	Speak any language PHB294
Dom.□									
Dom.□									
5i 	Spells: + = Atonement					Sav	ve DC:	-	Max. known: □□□□□□
	Atonement					1		$\overline{\nabla}$	D (: (
		<u>Ab</u>		1 hour	Touch	Instantaneous Special	=	<u>-Y</u>	Removes burden of misdeeds from subject PHB201
	Borrowed Time	<u>N e</u>	VM	3 days	Personal	Special	- Special	<u>Y</u> <u>N</u>	You return as a 3rd-rank ancient dead RPHB118
	Borrowed Time Break Enchantment	<u>N e</u> <u>Ab</u>	VM VS	3 days 1 min	Personal Close	Special Instantaneous	Special Will p	<u>N</u> <u>N</u> <u>N</u> <u>N</u>	You return as a 3rd-rank ancient dead RPHB18 Frees subject from magical effects PHB207
	Borrowed Time Break Enchantment Command, Greater [LangDep., Mind-Aff.]	<u> Ме</u> <u>АЬ</u> <u>Еп</u>	VM VS V	3 days 1 min 1 act	Personal Close Close	Special Instantaneous 1 round/lev	Special Will n.	<u>N</u> Y	You return as a 5rd-rank ancient dead RPHB118 Frees subject from magical effects PHB207 One subject/lev obeys command for 1 round PHB211
	Borrowed Time Break Enchantment Command, Greater (LangDep., Mind-Aff.) Commune	<u>Ne</u> <u>Ab</u> <u>En</u> <u>Di</u>	VM VS V	3 days 1 min 1 act 10 min	Personal Close Close Personal	Special Instantaneous 1 round/lev 1 round/lev	<u>Will n.</u>		You return as a 3rd-rank ancient dead RPHB118 Frees subject from magical effects PHB207 One subject/lev obeys command for 1 round PHB211 Deity answers one yes-or-no question/level PHB211
	Borrowed Time Break Enchantment Command, Greater (Lang-Dep., Mind-Aff.) Commune Cure Light Wounds, Mass (Healing)	Ne Ab En Di	VM VS V VSMD>	3 days 1 min 1 act 10 min 1 act	Personal Close Close Personal Close	Instantaneous 1 round/lev 1 round/lev Instantaneous	Will n	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	You return as a 3rd-rank ancient dead RPHB18 Frees subject from magical effects PHB207 One subject/lev obeys command for 1 round PHB211 Deity answers one yes-or-no question/level PHB211 Cures 148 damage +1/lev for many creatures PHB216
	Borrowed Time Break Enchantment Command, Greater (Lang-Dep., Mind-Aff.) Commune Cure Light Wounds, Mass (Healing) Dispel Chaos (Lawfull)	Ne Ab En Co Ab	VM VS V VSMD> VSD	3 days 1 min 1 act 10 min 1 act 1 act	Personal Close Close Personal Close Touch	Special Instantaneous 1 round/lev 1 round/lev Instantaneous 1 round/lev	Will n. Will ½ Special	NYNYSP.	You return as a 3rd-rank ancient dead RPHB18 Frees subject from magical effects PHB207 One subject/lev obeys command for 1 round PHB211 Deity answers one yes-or-no question/level PHB211 Cures 1d8 damage +1/lev for many creatures PHB216 +4 bonus vs. attacks made by chaotic creatures PHB222
	Borrowed Time Break Enchantment Command, Greater (Lang-Dep., Mind-Aff) Commune Cure Light Wounds, Mass (Healing) Dispel Chaos (Lawful) Dispel Evil (Good)	Ne Ab En Di Co Ab Ab	VM VS V VSMD> VS VSD VSD	3 days 1 min 1 act 10 min 1 act 1 act 1 act	Personal Close Close Personal Close Touch	Special Instantaneous 1 round/lev 1 round/lev Instantaneous 1 round/lev 1 round/lev 1 round/lev	Will n. Will ½ Special Special	N Y N Y SP. SP.	You return as a 3rd-rank ancient dead RPHB118 Frees subject from magical effects PHB207 One subject/lev obeys command for 1 round PHB211 Deity answers one yes-or-no question/level PHB211 Cures 148 damage *1/lev for many creatures PHB212 +4 bonus vs. attacks made by chaotic creatures PHB222 +4 bonus vs. attacks made by evil creatures PHB222
	Borrowed Time Break Enchantment Command, Greater [Lang-Dep, Mind-Aff] Commune Cure Light Wounds, Mass [Healing] Dispel Chaos [Lawful] Dispel Evil [Good] Dispel Good [Evil]	Ne Ab En Co Ab Ab	VM VS V VSMD> VS VSD VSD VSD	3 days 1 min 1 act 10 min 1 act 1 act 1 act 1 act 1 act	Personal Close Close Personal Close Touch	Special Instantaneous 1 round/lev 1 round/lev Instantaneous 1 round/lev	Will n. Will ½ Special	NYNY SP. SP. SP.	You return as a 3rd-rank ancient dead RPHB18 Frees subject from magical effects PHB207 One subject/lev obeys command for 1 round PHB211 Deity answers one yes-or-no question/level PHB211 Cures 1d8 damage +1/lev for many creatures PHB216 +4 bonus vs. attacks made by chaotic creatures PHB222
	Borrowed Time Break Enchantment Command, Greater [LangDep., Mind-Aff.] Commune Cure Light Wounds, Mass [Healing] Dispel Chaos [Lawful] Dispel Evil [Good] Dispel Good [Evil] Dispel Law [Chaotic]	Ne Ab En Co Ab Ab Ab	VM VS V VSMD> VS VSD VSD VSD VSD VSD	3 days 1 min 1 act 10 min 1 act	Personal Close Personal Close Touch Touch Touch	Special Instantaneous 1 round/lev I round/lev Instantaneous 1 round/lev 1 round/lev 1 round/lev 1 round/lev 1 round/lev 1 round/lev	Will n Will ½ Special Special Special Special	NYNY SP. SP. SP.	You return as a 5rd-rank ancient dead RPHB118 Frees subject from magical effects PHB207 One subject/lev obeys command for 1 round PHB211 Deity answers one yes-or-no question/level PHB211 Cures 148 damage +1/lev for many creatures PHB212 +4 bonus vs. attacks made by chaotic creatures PHB222 +4 bonus vs. attacks made by evil creatures PHB222 +4 bonus vs. attacks made by good creatures PHB222 +4 bonus vs. attacks made by lawful creatures PHB222 +4 bonus vs. attacks made by lawful creatures PHB222
	Borrowed Time Break Enchantment Command, Greater [LangDep., Mind-Aff.] Commune Cure Light Wounds, Mass [Healing] Dispel Chaos [Lawful] Dispel Evil [Good] Dispel Good [Evil] Dispel Law [Chaotic] Disrupting Weapon	Ne Ab En Co Ab Ab Ab Ab	VM VS V VSMD> VSS VSD VSD VSD VSD VSD VSD VSD VSD VSD	3 days 1 min 1 act 10 min 1 act 1 act 1 act 1 act 1 act	Personal Close Close Personal Close Touch Touch Touch Touch Touch Touch	Special Instantaneous 1 round/lev 1 round/lev Instantaneous 1 round/lev 1 round/lev 1 round/lev 1 round/lev	Will n. Special Special Special Special Special Will n.	NYNY SP. SP. SP.	You return as a 3rd-rank ancient dead RPHB118 Frees subject from magical effects PHB207 One subject/lev obeys command for 1 round PHB211 Deity answers one yes-or-no question/level PHB216 Cures 148 damage +1/lev for many creatures PHB216 +4 bonus vs. attacks made by chaotic creatures PHB222 +4 bonus vs. attacks made by evil creatures PHB222 +4 bonus vs. attacks made by good creatures PHB222 +4 bonus vs. attacks made by good creatures PHB222
	Borrowed Time Break Enchantment Command, Greater (Lang-Dep, Mind-Aff) Commune Cure Light Wounds, Mass (Healing) Dispel Chaos (Lawful) Dispel Evil (Good) Dispel Good (Evil) Dispel Law (Chaotic) Disrupting Weapon Flame Strike (Fire) Hallow (Good)	Ne Ab En Co Ab Ab Ab	VM VS V VSMD> VS VSD VSD VSD VSD VSD	3 days 1 min 1 act 10 min 1 act	Personal Close Close Personal Close Touch Touch Touch Touch Touch Touch	Special Instantaneous 1 round/lev 1 round/lev Instantaneous 1 round/lev	Will n Will ½ Special Special Special Special	NYNY SP. SP. SP.	You return as a 5rd-rank ancient dead RPHB118 Frees subject from magical effects PHB207 One subject/lev obeys command for 1 round PHB211 Deity answers one yes-or-no question/level PHB216 Cures 1d8 damage +1/lev for many creatures PHB216 +4 bonus vs. attacks made by chaotic creatures PHB222 +4 bonus vs. attacks made by good creatures PHB222 +4 bonus vs. attacks made by lawful creatures PHB222 +4 bonus vs. attacks made by lawful creatures PHB222 Melee weapon destroys undead PHB225 Smites foes with fire (1d6/level) PHB231
	Borrowed Time Break Enchantment Command, Greater [LangDep., Mind-Aff.] Commune Cure Light Wounds, Mass [Healing] Dispel Chaos [Lawful] Dispel Evil [Good] Dispel Good [Evil] Dispel Law [Chaotic] Disrupting Weapon Flame Strike [Fire]	Ne Ab En Co Ab Ab Ab Tr Ev	VM VS V VSMD> VSD	3 days 1 min 1 act 10 min 1 act	Personal Close Close Personal Close Touch Touch Touch Touch Touch Touch Medium	Special Instantaneous 1 round/lev 1 round/lev Instantaneous 1 round/lev Instantaneous	Will n. Will ½ Special Special Special Special Will n. Ref ½	NYNY 52 52 52 YY	You return as a 5rd-rank ancient dead RPHB118 Frees subject from magical effects PHB207 One subject/lev obeys command for 1 round PHB211 Deity answers one yes-or-no question/level PHB216 Cures 1d8 damage +1/lev for many creatures PHB216 +4 bonus vs. attacks made by chaotic creatures PHB222 +4 bonus vs. attacks made by good creatures PHB222 +4 bonus vs. attacks made by lawful creatures PHB222 +4 bonus vs. attacks made by lawful creatures PHB222 Melee weapon destroys undead PHB225 Smites foes with fire (1d6/level) PHB231
	Borrowed Time Break Enchantment Command, Greater (Lang-Dep, Mind-Aff) Commune Cure Light Wounds, Mass (Healing) Dispel Chaos (Lawful) Dispel Evil (Good) Dispel Good (Evil) Dispel Law (Chaotic) Disrupting Weapon Flame Strike (Fire) Hallow (Good) Inflict Light Wounds, Mass Insect Plague	Ne Ab En Di Co Ab Ab Ab Tr Ev	VM VS V VSMD> VS VSD VSD VSD VSD VSD VSD VSD VSD VSMD VSD VSMD VSM	3 days 1 min 1 act 10 min 1 act	Personal Close Close Personal Close Touch Touch Touch Touch Touch Medium Touch	Special Instantaneous 1 round/lev Instantaneous 1 round/lev Instantaneous 1 round/lev 1 round/lev 1 round/lev 1 round/lev 1 round/lev I round/lev Instantaneous Indefinite	Will n. - Will ½ Special Special Special Special Will n. Ref ½ Special	NYNY 52 52 52 YY	You return as a 3rd-rank ancient dead PHB211 Frees subject from magical effects PHB207 One subject/lev obeys command for 1 round PHB211 Deity answers one yes-or-no question/level PHB211 Cures 1d8 damage *1/lev for many creatures PHB212 +4 bonus vs. attacks made by chaotic creatures PHB222 +4 bonus vs. attacks made by evil creatures PHB222 +4 bonus vs. attacks made by good creatures PHB222 +4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB225 -4 bonus vs. attacks made by lawful creatures PHB225 -4 bonus vs. attacks made by lawful creatures PHB225 -4 bonus vs. attacks made by lawful creatures PHB225 -4 bonus vs. attacks made by lawful creatures PHB225 -4 bonus vs. attacks made by lawful creatures PHB225 -4 bonus vs. attacks made by lawful creatures PHB225 -4 bonus vs. attacks made by lawful creatures PHB225 -4 bonus vs. attacks made by PHB225 -4 bonus v
	Borrowed Time Break Enchantment Command, Greater (Lang-Dep, Mind-Aff.) Commune Cure Light Wounds, Mass (Healing) Dispel Chaos (Lawfull) Dispel Evil (Good) Dispel Good (Evil) Dispel Law (Chaotic) Disrupting Weapon Flame Strike (Fire) Hallow (Good) Inflict Light Wounds, Mass Insect Plague Mark of Justice	Ne Ab En Co Ab Ab Ab Ab Ev Ev Ev	VM VS V VSMD> VS VSD VSD VSD VSD VSD VSD VSSD VSSD	3 days 1 min 1 act 10 min 1 act 1 day 1 act 1 round 10 min	Personal Close Close Personal Close Touch Touch Touch Touch Touch Touch Close Long Touch	Special Instantaneous 1 round/lev 1 round/lev Instantaneous 1 round/lev 1 round/lev 1 round/lev 1 round/lev 1 round/lev 1 round/lev Instantaneous Indefinite Instantaneous 1 min/lev Permanent	Will n. Special Special Special Special Will n. Ref 1/2 Special Will n/2	NYNY 28 28 24 YY 28 YY 2	You return as a 5rd-rank ancient dead PHB216 Frees subject from magical effects PHB207 One subject/lev obeys command for 1 round PHB211 Deity, answers one yes-or-no question/level PHB216 Cures 148 damage +1/lev for many creatures PHB216 +4 bonus vs. attacks made by chaotic creatures PHB222 +4 bonus vs. attacks made by veli creatures PHB222 +4 bonus vs. attacks made by lawful creatures PHB222 +4 bonus vs. attacks made by lawful creatures PHB222 Melee weapon destroys undead PHB225 Smites foes with fire (1d6/level) PHB236 Designates location as holy PHB238 Deals 148 damage +1/lev to many creatures PHB244 Locust swarms attack creatures PHB244 Designate action that will trigger curse on subj. PHB255
	Borrowed Time Break Enchantment Command, Greater (LangDep., Mind-Aff.) Commune Cure Light Wounds, Mass (Healing) Dispel Chaos (Lawful) Dispel Evil (Good) Dispel Good (Evil) Dispel Law (Chaotic) Disrupting Weapon Flame Strike (Fire) Hallow (Good) Inflict Light Wounds, Mass Insect Plague Mark of Justice Plane Shift	Ne Ab Co Ab Ab Ab Tr Ev Ev Co	VM VS V VSMD> VS VSD VSD VSD VSD VSD VSD VSSD VSSD	3 days 1 min 1 act 10 min 1 act 1 round	Personal Close Close Personal Close Touch Touch Touch Touch Medium Touch Close Long	Special Instantaneous 1 round/lev 1 round/lev Instantaneous 1 round/lev I round/lev Instantaneous Indefinite Instantaneous 1 min/lev	Will n. - Will ½ Special Special Special Special Will n. Ref ½ Special	NYNY 28 28 24 YY 28 YY 2	You return as a 3rd-rank ancient dead P.PHB111 Frees subject from magical effects PHB207 One subject/lev obeys command for 1 round PHB211 Deity, answers one yes-or-no question/level PHB211 Cures 1d8 damage +1/lev for many creatures PHB216 +4 bonus vs. attacks made by chaotic creatures PHB222 +4 bonus vs. attacks made by evil creatures PHB222 +4 bonus vs. attacks made by lawful creatures PHB222 +4 bonus vs. attacks made by lawful creatures PHB222 Melee weapon destroys undead PHB225 Smites foes with fire (1d6/level) PHB231 Designates location as holy PHB238 Deals 1d8 damage +1/lev to many creatures PHB244 Locust swarms attack creatures PHB244
	Borrowed Time Break Enchantment Command, Greater (Lang-Dep, Mind-Aff) Commune Cure Light Wounds, Mass (Healing) Dispel Chaos (Lawful) Dispel Evil (Good) Dispel Good (Evil) Dispel Law (Chaotic) Disrupting Weapon Flame Strike (Fine) Hallow (Good) Inflict Light Wounds, Mass Insect Plague Mark of Justice Plane Shift Raise Dead (Healing)	Neber	VM VS VS VSD VSD VSD VSD VSD VSD VSD VSD V	3 days 1 min 1 act 10 min 1 act 1 day 1 act 1 day 1 act 1 day 1 act 1 min	Personal Close Close Personal Close Touch Touch Touch Touch Medium Touch Close Long Touch Touch Touch	Special Instantaneous 1 round/lev Instantaneous 1 round/lev Instantaneous 1 round/lev 1 round/lev 1 round/lev 1 round/lev 1 round/lev Instantaneous Indefinite Instantaneous 1 min/lev Permanent Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous	Will n. -Will ½ Special Special Special Will n. Ref ½ Special Will ½ Will n.	NYNY 28 28 24 YY 28 YY 2	You return as a 3rd-rank ancient dead PHB211 Frees subject from magical effects PHB207 One subject/lev obeys command for 1 round PHB211 Deity answers one yes-or-no question/level PHB211 Cures 1d8 damage +1/lev for many creatures PHB212 +4 bonus vs. attacks made by chaotic creatures PHB222 +4 bonus vs. attacks made by good creatures PHB222 +4 bonus vs. attacks made by good creatures PHB222 Sm leve weapon destroys undead PHB225 Smites foes with fire (1d6/level) PHB236 Designates location as holy PHB238 Locust swarms attack creatures PHB244 Locust swarms attack creatures PHB242 Locust swarms attack creatures PHB254 Locust swarms attack creatures PHB268 Restores life to subject dead up to 1 day/level PHB268
	Borrowed Time Break Enchantment Command, Greater (Lang-Dep, Mind-Aff) Commune Cure Light Wounds, Mass (Healing) Dispel Chaos (Lawful) Dispel Evil (Good) Dispel Good (Evil) Dispel Law (Chaotic) Disrupting Weapon Flame Strike (Fire) Hallow (Good) Inflict Light Wounds, Mass Insect Plague Mark of Justice Plane Shift Raise Dead (Healing) Reflect Pain, Greater (Mind-Affecting)	Ne En Di Co Ab Ab Ab Tr Ev Ne Co Ne Co	VM VS V VSMD VSD VSD VSD VSD VSD VSD VSD VSD VSD VS	3 days 1 min 1 act 1 day 1 act 1 day 1 act 1 min 1 act	Personal Close Close Personal Close Touch Touch Touch Touch Medium Touch Close Long Touch Touch Close	Special Instantaneous I round/lev Instantaneous I round/lev Instantaneous I round/lev I round/lev I round/lev I round/lev I round/lev I round/lev Instantaneous Indefinite Instantaneous I min/lev Permanent Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous I round/lev	Will n.	NYNY 28 28 24 YY 28 YY 2	You return as a 3rd-rank ancient dead RPHB118 Frees subject from magical effects PHB207 One subject/lev obeys command for 1 round PHB211 Deity answers one yes-or-no question/level PHB211 Cures 1d8 damage *1/lev for many creatures PHB212 +4 bonus vs. attacks made by chaotic creatures PHB222 +4 bonus vs. attacks made by good creatures PHB222 +4 bonus vs. attacks made by lawful creatures PHB222 +4 bonus vs. attacks made by lawful creatures PHB222 Melee weapon destroys undead PHB225 Melee weapon destroys undead PHB225 Mesignates location as holy PHB236 Designates location as holy PHB238 Deals 1d8 damage +1/lev to many creatures PHB244 Locust swarms attack creatures PHB244 Designate action that will trigger curse on subj. PHB252 Restores life to subject dead up to 1 day/level PHB268 Reflects back the pain VRA35
	Borrowed Time Break Enchantment Command, Greater (Lang-Dep, Mind-Aff) Commune Cure Light Wounds, Mass (Healing) Dispel Chaos (Lawful) Dispel Evil (Good) Dispel Good (Evil) Dispel Law (Chaotic) Disrupting Weapon Flame Strike (Fire) Hallow (Good) Inflict Light Wounds, Mass Insect Plague Mark of Justice Plane Shift Raise Dead (Healing) Reflect Pain, Greater (Mind-Affecting) Righteous Might	Neber	VM VS VS VS VSD VSD VSD VSD VSD VSD VSD VS	3 days 1 min 1 act 1 fact 1 act 1 act 1 fact 1 min 1 fact 1 act	Personal Close Close Personal Close Touch Touch Touch Touch Medium Touch Close Long Touch Touch Close Long Touch Touch Touch Touch Close Long Touch Close Personal	Special Instantaneous 1 round/lev Instantaneous 1 min/lev Permanent Instantaneous Instantaneous 1 round/lev	Will n. Special Special Special Special Special Will n. Ref 1/2 Special Will 1/2	NYNY 28 28 24 YY 28 YY 2	You return as a 3rd-rank ancient dead PHB111 Frees subject from magical effects PHB207 One subject/lev obeys command for 1 round PHB211 Deity, answers one yes-or-no question/level PHB211 Cures 1d8 damage *1/lev for many creatures PHB212 +4 bonus vs. attacks made by chaotic creatures PHB222 +4 bonus vs. attacks made by evil creatures PHB222 +4 bonus vs. attacks made by lowful creatures PHB222 +6 bonus vs. attacks made by lowful creatures PHB222 Melee weapon destroys undead PHB225 Mites foes with fire (1d6/level) PHB236 Designates location as holy PHB238 Deals 1d8 damage +1/lev to many creatures PHB244 Locust swarms attack creatures PHB244 Locust swarms attack creatures PHB244 Locust swarms attack creatures PHB244 Reflects location as holy PHB258 PB259 Up to 8 subjects travel to another plane PHB268 Restores life to subject dead up to 1 day/level PHB268 Reflects back the pain VRA35 Your size increases, and you gain bonuses
	Borrowed Time Break Enchantment Command, Greater (Lang-Dep, Mind-Aff.) Commune Cure Light Wounds, Mass (Healing) Dispel Chaos (Lawful) Dispel Evil (Good) Dispel Good (Evil) Dispel Law (Chaotic) Disrupting Weapon Flame Strike (Fire) Hallow (Good) Inflict Light Wounds, Mass Insect Plague Mark of Justice Plane Shift Raise Dead (Healing) Reflect Pain, Greater (Mind-Affecting) Righteous Might Scrying	Ne	VM VS VS VS VSD VSD VSD VSD VSD VSD VSS VSD VSS VSD VSS VSS	3 days 1 min 1 act 1 day 1 act 1 round 10 min 1 act 1 min 1 act 1 min 1 act 1 hour	Personal Close Close Personal Close Touch Touch Touch Touch Touch Touch Close Long Touch Touch Close Long Touch Touch Touch Touch Close Long Touch	Special Instantaneous 1 round/lev Instantaneous 1 min/lev Permanent Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Iround/lev 1 round/lev 1 round/lev 1 min/lev	Will n. Special Special Special Special Special Will n. Ref 1/2 Special Will 1/2		You return as a 3rd-rank ancient dead PHB216 Frees subject from magical effects PHB207 One subject/lev obeys command for 1 round PHB211 Deity answers one yes-or-no question/level PHB211 Cures 148 damage +1/lev for many creatures PHB212 +4 bonus vs. attacks made by chaotic creatures PHB222 +4 bonus vs. attacks made by evil creatures PHB222 +4 bonus vs. attacks made by lawful creatures PHB222 +5 bonus vs. attacks made by lawful creatures PHB222 Melee weapon destroys undead PHB225 Smites foes with fire (1d6/level) PHB235 Designates location as holy PHB236 Designates location as holy PHB236 Locust swarms attack creatures PHB244 Designate action that will trigger curse on subj. PHB255 Up to 8 subjects travel to another plane PHB262 Restores life to subject dead up to 1 day/level PHB265 Your size increases, and you gain bonuses PHB275 Spies on subject from a distance PHB275
	Borrowed Time Break Enchantment Command, Greater (Lang-Dep, Mind-Aff) Commune Cure Light Wounds, Mass (Healing) Dispel Chaos (Lawful) Dispel Evil (Good) Dispel Good (Evil) Dispel Law (Chaotic) Disrupting Weapon Flame Strike (Fire) Hallow (Good) Inflict Light Wounds, Mass Insect Plague Mark of Justice Plane Shift Raise Dead (Healing) Reflect Pain, Greater (Mind-Affecting) Righteous Might Scrying Slay Living (Death)	Ne	VM VS VS VSD VSD VSD VSD VSD VSD VSD VSD V	3 days 1 min 1 act 10 min 1 act 1 day 1 act 1 min 1 act 1 min 1 act 1 min 1 act 1 hour 1 act 1 hour 1 act	Personal Close Close Personal Close Touch Close Long Touch Touch Touch Close Personal Special Touch	Special Instantaneous 1 round/lev Instantaneous Indefinite Instantaneous 1 min/lev Permanent Instantaneous Instantaneous Instantaneous Instantaneous Iround/lev 1 round/lev	Will n. Special Special Special Special Special Will n. Ref ½ Special Will n. Ref ½ Special Will n. Will n. Will n. Will n. Tor part.		You return as a 3rd-rank ancient dead PHB216 Frees subject from magical effects PHB207 One subject/lev obeys command for 1 round PHB211 Deity answers one yes-or-no question/level PHB216 Cures 148 damage +1/lev for many creatures PHB216 +4 bonus vs. attacks made by chaotic creatures PHB222 +4 bonus vs. attacks made by elicreatures PHB222 +4 bonus vs. attacks made by lawful creatures PHB222 +4 bonus vs. attacks made by lawful creatures PHB222 Melee weapon destroys undead PHB225 Smites foes with fire (1d6/level) PHB236 Designates location as holy PHB236 Designates location as holy PHB238 Locust swarms attack creatures PHB244 Designate action that will trigger curse on subj. PHB245 Designate action that will trigger curse on subj. PHB256 Restores life to subject dead up to 1 day/level PHB268 Reflects back the pain VRA55 Spies on subject from a distance PHB274 Touch attack kills subject PHB280
	Borrowed Time Break Enchantment Command, Greater		VM VS VS VS VSD VSD VSD VSD VSD VSD VSD VS	3 days 1 min 1 act 10 min 1 act 1 day 1 act 1 min 1 act 1 min 1 act 1 min 1 act 1 act 1 min 1 act 1 act 1 act 1 min 1 act 1 act 1 act 1 min 1 act 1 act 1 act 1 act 1 min 1 act 1 act 1 act 1 act	Personal Close Close Personal Close Touch Close Long Touch	Special Instantaneous 1 round/lev 1 round/lev Instantaneous 1 round/lev Instantaneous Indefinite Instantaneous 1 min/lev Permanent Instantaneous 1 round/lev 1 round/lev 1 round/lev 2 round/lev 2 round/lev 2 round/lev 3 round/lev 4 round/lev 5 round/lev 6 round/lev 7 round/lev 7 round/lev 7 round/lev 7 round/lev 8 rou	Will n. - Will 1/2 Special Special Special Special Will n. Ref 1/2 Special Will n. Will n Will n Will n Will n Will n For part. Will n.		You return as a 5rd-rank ancient dead PHB216 Frees subject from magical effects PHB207 One subject/lev obeys command for 1 round PHB211 Deity answers one yes-or-no question/level PHB216 Cures 148 damage +1/lev for many creatures PHB212 +4 bonus vs. attacks made by chaotic creatures PHB222 +4 bonus vs. attacks made by vicreatures PHB222 +4 bonus vs. attacks made by lawful creatures PHB222 +4 bonus vs. attacks made by lawful creatures PHB222 -5 hous vs. attacks made by lawful creatures PHB222 -6 hous vs. attacks made by lawful creatures PHB223 -7 hous vs. attacks made by lawful creatures PHB223 -7 hous vs. attacks made by lawful creatures PHB223 -7 hous vs. attacks made by lawful creatures PHB223 -7 hous vs. attacks made by lawful creatures PHB235 -7 hous vs. attacks made by lawful creatures PHB235 -7 hous vs. attacks made by lawful creatures PHB235 -7 hous vs. attacks made by lawful creatures PHB235 -7 hous vs. attacks made by lawful creatures PHB235 -7 hous vs. attacks made by lawful creatures PHB235 -7 hous vs. attacks made by lawful creatures PHB235 -7 hous vs. attacks made by lawful creatures PHB235 -7 hous vs. attacks made by lawful creatures PHB236 -7 hous vs. attacks made by lawful creatures PHB236 -7 hous vs. attacks made by lawful creatures -7 hb232 -7
	Borrowed Time Break Enchantment Command, Greater (Lang-Dep, Mind-Aff) Commune Cure Light Wounds, Mass (Healing) Dispel Chaos (Lawful) Dispel Evil (Good) Dispel Good (Evil) Dispel Law (Chaotic) Disrupting Weapon Flame Strike (Fire) Hallow (Good) Inflict Light Wounds, Mass Insect Plague Mark of Justice Plane Shift Raise Dead (Healing) Reflect Pain, Greater (Mind-Affecting) Righteous Might Scrying Slay Living (Death) Soul Anchor Spell Resistance		VM VS VS VS VSD VSD VSD VSD VSD VSD VSD VS	3 days 1 min 1 act 1 day 1 act 1 day 1 act 1 found 10 min 1 act 1 act 1 act 1 act 1 act 1 found 1 act	Personal Close Close Personal Close Touch Touch Touch Touch Medium Touch Close Long Touch	Special Instantaneous I round/lev I round/lev Instantaneous I round/lev Instantaneous Indefinite Instantaneous I min/lev Permanent Instantaneous Instantaneous I round/lev I round/lev I round/lev I round/lev I round/lev I min/lev Instantaneous I round/lev I round/lev I min/lev Instantaneous Permanent (D) I min/lev	Will n. Special Special Special Special Special Will n. Ref 1/2 Special Will n. Will n. Will n. Will n. Will n. Will n. Will n. Will n. Will n. Will n. Will n. Will n. Will n.		You return as a 3rd-rank ancient dead PHB211 Frees subject from magical effects PHB207 One subject/lev obeys command for 1 round PHB211 Cures 1d8 damage +1/lev for many creatures PHB212 +4 bonus vs. attacks made by chaotic creatures PHB222 +4 bonus vs. attacks made by chaotic creatures PHB222 +4 bonus vs. attacks made by pood creatures PHB222 +4 bonus vs. attacks made by pood creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB223 -4 bonus vs. attacks made by lawful creatures PHB232 -4 bonus vs. attacks made by lawful creatures PHB232 -4 bonus vs. attacks made by lawful creatures PHB232 -4 bonus vs. attacks made by lawful creatures PHB238 -4 bonus vs. attacks made by lawful creatures PHB242 -4 bonus vs. attacks made by lawful creatures PHB242 -4 bonus vs. attacks made by lawful creatures PHB242 -4 bonus vs. attacks made by lawful creatures PHB242 -4 bonus vs. attacks made by lawful creatures PHB242 -4 bonus vs. attacks made by lawful creatures PHB242 -4 bonus vs. attacks made by lawful creatures PHB242 -4 bonus vs. attacks made by lawful creatures PHB242 -4 bonus vs. attacks made by lawful creatures PHB242 -4 bonus vs. attacks made by lawful creatures PHB242 -4 bonus vs. attacks made by lawful creatures PHB242 -4 bonus vs. attacks made by lawful creatures PHB242 -4 bonus vs. attacks made by lawful creatures PHB242 -4 bonus vs. attacks made by lawful creatures PHB242 -4 bonu
	Borrowed Time Break Enchantment Command, Greater (Lang-Dep, Mind-Aff) Commune Cure Light Wounds, Mass (Healing) Dispel Chaos (Lawful) Dispel Evil (Good) Dispel Good (Evil) Dispel Law (Chaotic) Disrupting Weapon Flame Strike (Fire) Hallow (Good) Inflict Light Wounds, Mass Insect Plague Mark of Justice Plane Shift Raise Dead (Healing) Reflect Pain, Greater (Mind-Affecting) Righteous Might Scrying Slay Living (Death) Soul Anchor Spell Resistance Summon Monster V		VM VS V VSMD VSD VSD VSD VSD VSD VSD VSD VSD VSD VS	3 days 1 min 1 act 1 day 1 act 1 day 1 act 1 found 1 act 1 min 1 act 1 act 1 dat 1 min 1 act 1 act 1 four 1 act 1 round 1 act 1 round 1 act 1 min 1 act 1 round	Personal Close Close Personal Close Touch Touch Touch Medium Touch Close Long Touch Close Long Touch Close Long Touch Touch Touch Close Personal Special Touch Touch Touch Close	Special Instantaneous I round/lev I round/lev Instantaneous I round/lev Instantaneous Indefinite Instantaneous I min/lev Permanent Instantaneous I round/lev I round/lev I round/lev I round/lev I min/lev Instantaneous I round/lev I round/lev I min/lev Instantaneous I round/lev I min/lev Instantaneous I round/lev I min/lev Instantaneous I round/lev I min/lev I min/lev I round/lev (D) I min/lev I round/lev (D) I min/lev I round/lev (D)	Will n. Special Special Special Special Special Will n. Ref ½ Special Will n.		You return as a 3rd-rank ancient dead PHB211 Frees subject from magical effects PHB207 One subject/lev obeys command for 1 round PHB211 Deity answers one yes-or-no question/level PHB216 Cures 1d8 damage *1/lev for many creatures PHB216 +4 bonus vs. attacks made by chaotic creatures PHB222 +4 bonus vs. attacks made by good creatures PHB222 +4 bonus vs. attacks made by lawful creatures PHB222 Melee weapon destroys undead PHB222 Melee weapon destroys undead PHB225 Designates location as holy PHB238 Deals 1d8 damage *1/lev to many creatures PHB244 Locust swarms attack creatures PHB242 Designate action that will trigger curse on subj. PHB244 Designate action that will trigger curse on subj. PHB268 Reflects back the pain VRA55 Spies on subject from a distance PHB274 Touch attack kills subject PHB286 Subject qains *12 *1/level Spell Resistance PHB282 Calls extraplanar (15th, 1d5 4th or 144*15rd) PHB286
	Borrowed Time Break Enchantment Command, Greater (Lang-Dep, Mind-Aff) Commune Cure Light Wounds, Mass (Healing) Dispel Chaos (Lawful) Dispel Evil (Good) Dispel Good (Evil) Dispel Law (Chaotic) Disrupting Weapon Flame Strike (Fire) Hallow (Good) Inflict Light Wounds, Mass Insect Plague Mark of Justice Plane Shift Raise Dead (Healing) Reflect Pain, Greater (Mind-Affecting) Righteous Might Scrying Slay Living (Death) Soul Anchor Spell Resistance Summon Monster V Symbol of Pain (Evil)	New Part	VM VS V VSMD VSD VSD VSD VSD VSD VSD VSD VSD VSD VS	3 days 1 min 1 act 1 day 1 act 1 found 10 min 1 act 1 min 1 act 1 hour	Personal Close Close Personal Close Touch Touch Touch Touch Touch Close Long Touch Touch Close Long Touch Touch Touch Touch Close Close Personal Special Touch Touch Close Personal Special Touch Close Off	Special Instantaneous 1 round/lev	Will n. Will 1/2 Special Special Special Special Special Will n. Ref 1/2 Special Will n. Will n. Will n. Will n. For part. Will n. Will n. For part. Will n. For part. For n.		You return as a 3rd-rank ancient dead PHB211 Frees subject from magical effects PHB207 One subject/lev obeys command for 1 round PHB211 Deity, answers one yes-or-no question/level PHB216
	Borrowed Time Break Enchantment Command, Greater (Lang-Dep, Mind-Aff) Commune Cure Light Wounds, Mass (Healing) Dispel Chaos (Lawful) Dispel Evil (Good) Dispel Good (Evil) Dispel Law (Chaotic) Disrupting Weapon Flame Strike (Fine) Hallow (Good) Inflict Light Wounds, Mass Insect Plague Mark of Justice Plane Shift Raise Dead (Healing) Reflect Pain, Greater (Mind-Affecting) Righteous Might Scrying Slay Living (Death) Soul Anchor Spell Resistance Summon Monster V Symbol of Pain (Evil) Symbol of Sleep (Mind-Affecting)		VM VS V VSD VSD VSD VSD VSD VSD VSD VSD VS	3 days 1 min 1 act 1 day 1 act 1 round 10 min 1 act 1 act 1 act 1 min 1 act 1 act 1 act 1 min 1 act 1	Personal Close Close Personal Close Touch Touch Touch Touch Touch Close Long Touch Touch Touch Touch Close Long Touch Touch Touch Touch Touch Touch Touch Close Personal Special Touch Touch Touch Close Personal Special Touch Touc	Special Instantaneous 1 round/lev 1 pecial 5 pecial	Will n. - Will 1/2 Special Special Special Special Will n. Ref 1/2 Special Will 1/2 - Will n Will n. For part. Will n. For part. Will n. For part. Will n. For n. Will n.		You return as a 3rd-rank ancient dead PHB111 Frees subject from magical effects PHB207 One subject/lev obeys command for 1 round PHB211 Cures 1d8 damage *1/lev for many creatures PHB216 +4 bonus vs. attacks made by chaotic creatures PHB217 +4 bonus vs. attacks made by evil creatures PHB218 +4 bonus vs. attacks made by evil creatures PHB222 +4 bonus vs. attacks made by lawful creatures PHB222 Helee weapon destroys undead PHB225 Melee weapon destroys undead PHB225 Pesignates location as holy PHB238 Pesignates location as holy PHB238 Pesignate action that will trigger curse on subj. PHB244 Docust swarms attack creatures PHB242 Pesignate action that will trigger curse on subj. PHB252 Vy to 8 subjects travel to another plane Reflects back the pain VRA35 Your size increases, and you gain bonuses PHB275 Spies on subject from a distance PHB276 Touch attack kills subject PHB286 Calls extraplanar (15th, 1d5 4th or 1d4*15rd) PHB286 Triggered rune puts creatures into slumber PHB291 Triggered rune puts creatures into slumber
	Borrowed Time Break Enchantment Command, Greater (Lang-Dep, Mind-Aff) Commune Cure Light Wounds, Mass (Healing) Dispel Chaos (Lawful) Dispel Evil (Good) Dispel Good (Evil) Dispel Law (Chaotic) Disrupting Weapon Flame Strike (Fine) Hallow (Good) Inflict Light Wounds, Mass Insect Plague Mark of Justice Plane Shift Raise Dead (Healing) Reflect Pain, Greater (Mind-Affecting) Righteous Might Scrying Slay Living (Death) Soul Anchor Spell Resistance Summon Monster V Symbol of Pain (Evil) Symbol of Sleep (Mind-Affecting) True Seeing	New Part	VM VS VS VSD VSD VSD VSD VSD VSD VSD VSD V	3 days 1 min 1 act 1 day 1 act 1 min 1 act 1 min 1 act 1 min 1 act 1 round 10 min 10 min 10 min 1 act	Personal Close Close Personal Close Touch Close Long Touch	Special Instantaneous 1 round/lev 1 round/lev Instantaneous 1 round/lev Instantaneous 1 round/lev 1 round/lev 1 round/lev 1 round/lev 1 round/lev Instantaneous Indefinite Instantaneous Inmin/lev Permanent Instantaneous Inound/lev I round/lev I round/lev I special Special I min/lev	Will n. Will 1/2 Special Special Special Special Special Will n. Ref 1/2 Special Will n. Will n. Will n. Will n. For part. Will n. For n. Will n. Will n.		You return as a 3rd-rank ancient dead PHB211 Frees subject from magical effects PHB207 One subject/lev obeys command for 1 round PHB211 Cures 1d8 damage +1/lev for many creatures PHB212 +4 bonus vs. attacks made by chaotic creatures PHB222 +4 bonus vs. attacks made by evil creatures PHB222 +4 bonus vs. attacks made by lawful creatures PHB222 +4 bonus vs. attacks made by lawful creatures PHB222 Helee weapon destroys undead PHB225 Miles weapon destroys undead PHB225 Miles foes with fire (1d6/level) PHB231 Designates location as holy PHB238 Deals 1d8 damage +1/lev to many creatures PHB244 Locust swarms attack creatures PHB244 Designate action that will trigger curse on subj. PHB252 Up to 8 subjects travel to another plane Reflects back the pain VRA55 Your size increases, and you gain bonuses PHB275 Spies on subject from a distance PHB276 Touch attack kills subject PHB286 Subject qains +12 +1/level Spell Resistance PHB282 Calls extraplanar (15th, 1d3 4th or 1d4+1 5rd) PHB282 Calls extraplanar (15th, 1d3 4th or 1d4+1 5rd) PHB282 Lets you see all things as they really are PHB291 Lets you see all things as they really are
	Borrowed Time Break Enchantment Command, Greater	N 스 트 이 이 스 스 스 스 트 트 N 이 이 이 트 드 이 이 스 스 스 이 이 트 드 이 이 이 드 드 드 이 이 이 드 드 드 이 이 이 드	VM VS V VSMP VSD VSD VSD VSD VSD VSSP VSSP VSSP VSS	3 days 1 min 1 act 10 min 1 act 1 day 1 act 1 day 1 act 1 day 1 act 1 round 10 min 1 act 1 act 1 hour 1 act 1 act 1 hour 1 act 1 day 1 act 1 hour 1 act 1 day 1 day 1 act 1 day 1 day 1 day 1 day 1 day 1 day	Personal Close Close Personal Close Touch Touch Touch Touch Touch Touch Touch Touch Touch Close Long Touch Touch Touch Touch Touch Close Personal Special Touch Touch Close Off Touch Touch Close	Special Instantaneous I round/lev I round/lev Instantaneous I round/lev Instantaneous I round/lev I round/lev I round/lev I round/lev I round/lev Instantaneous Indefinite Instantaneous I min/lev Permanent Instantaneous I round/lev I pecial Special I min/lev Instantaneous	Will n. - Will 1/2 Special Special Special Special Will n. Ref 1/2 Special Will n. Ref 1/2 Special Will n Special		You return as a 3rd-rank ancient dead PHB211 Frees subject from magical effects PHB207 One subject/lev obeys command for 1 round PHB211 Deity answers one yes-or-no question/level PHB211 Cures 1d8 damage *1/lev for many creatures PHB212 +4 bonus vs. attacks made by chaotic creatures PHB222 +4 bonus vs. attacks made by evil creatures PHB222 +4 bonus vs. attacks made by good creatures PHB222 +4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB223 -4 bonus vs. attacks made by lawful creatures PHB234 -4 bonus vs. attacks made by lawful creatures PHB234 -4 bonus vs. attacks made by lawful creatures PHB234 -4 bonus vs. attacks made by lawful creatures PHB236 -4 bonus vs. attacks made by lawful creatures PHB237 -5 besignates location as only lawful creatures PHB237 -5 besignates location as unbloy PHB237 -6 besignates location as unbloy -6 besig
	Borrowed Time Break Enchantment Command, Greater (Lang-Dep, Mind-Aff) Commune Cure Light Wounds, Mass (Healing) Dispel Chaos (Lawful) Dispel Evil (Good) Dispel Good (Evil) Dispel Law (Chaotic) Disrupting Weapon Flame Strike (Fine) Hallow (Good) Inflict Light Wounds, Mass Insect Plague Mark of Justice Plane Shift Raise Dead (Healing) Reflect Pain, Greater (Mind-Affecting) Righteous Might Scrying Slay Living (Death) Soul Anchor Spell Resistance Summon Monster V Symbol of Pain (Evil) Symbol of Sleep (Mind-Affecting) True Seeing	New Part	VM VS VS VSD VSD VSD VSD VSD VSD VSD VSD V	3 days 1 min 1 act 1 day 1 act 1 min 1 act 1 min 1 act 1 min 1 act 1 round 10 min 10 min 10 min 1 act	Personal Close Close Personal Close Touch Touch Touch Touch Touch Touch Touch Touch Touch Close Long Touch Touch Touch Touch Touch Close Personal Special Touch Touch Close Off Touch Touch Close	Special Instantaneous 1 round/lev 1 round/lev Instantaneous 1 round/lev Instantaneous 1 round/lev 1 round/lev 1 round/lev 1 round/lev 1 round/lev Instantaneous Indefinite Instantaneous Inmin/lev Permanent Instantaneous Inound/lev I round/lev I round/lev I special Special I min/lev	Will n. Will 1/2 Special Special Special Special Special Will n. Ref 1/2 Special Will n. Will n. Will n. Will n. For part. Will n. For n. Will n. Will n.		You return as a 3rd-rank ancient dead PHB211 Frees subject from magical effects PHB207 One subject/lev obeys command for 1 round PHB211 Cures 1d8 damage +1/lev for many creatures PHB212 +4 bonus vs. attacks made by chaotic creatures PHB222 +4 bonus vs. attacks made by evil creatures PHB222 +4 bonus vs. attacks made by lawful creatures PHB222 +4 bonus vs. attacks made by lawful creatures PHB222 Helee weapon destroys undead PHB225 Miles weapon destroys undead PHB225 Miles foes with fire (1d6/level) PHB231 Designates location as holy PHB238 Deals 1d8 damage +1/lev to many creatures PHB244 Locust swarms attack creatures PHB244 Designate action that will trigger curse on subj. PHB252 Up to 8 subjects travel to another plane Reflects back the pain VRA55 Your size increases, and you gain bonuses PHB275 Spies on subject from a distance PHB276 Touch attack kills subject PHB286 Subject qains +12 +1/level Spell Resistance PHB282 Calls extraplanar (15th, 1d3 4th or 1d4+1 5rd) PHB282 Calls extraplanar (15th, 1d3 4th or 1d4+1 5rd) PHB282 Lets you see all things as they really are PHB291 Lets you see all things as they really are
	Borrowed Time Break Enchantment Command, Greater	N 스 트 이 이 스 스 스 스 트 트 N 이 이 이 트 드 이 이 스 스 스 이 이 트 드 이 이 이 드 드 드 이 이 이 드 드 드 이 이 이 드	VM VS V VSMP VSD VSD VSD VSD VSD VSSP VSSP VSSP VSS	3 days 1 min 1 act 10 min 1 act 1 day 1 act 1 day 1 act 1 day 1 act 1 round 10 min 1 act 1 act 1 hour 1 act 1 act 1 hour 1 act 1 day 1 act 1 hour 1 act 1 day 1 day 1 act 1 day 1 day 1 day 1 day 1 day 1 day	Personal Close Close Personal Close Touch Touch Touch Touch Touch Touch Touch Touch Touch Close Long Touch Touch Touch Touch Touch Close Personal Special Touch Touch Close Off Touch Touch Close	Special Instantaneous I round/lev I round/lev Instantaneous I round/lev Instantaneous I round/lev I round/lev I round/lev I round/lev I round/lev Instantaneous Indefinite Instantaneous I min/lev Permanent Instantaneous I round/lev I pecial Special I min/lev Instantaneous	Will n. - Will 1/2 Special Special Special Special Will n. Ref 1/2 Special Will n. Ref 1/2 Special Will n Special		You return as a 3rd-rank ancient dead PHB211 Frees subject from magical effects PHB207 One subject/lev obeys command for 1 round PHB211 Deity answers one yes-or-no question/level PHB211 Cures 1d8 damage *1/lev for many creatures PHB212 +4 bonus vs. attacks made by chaotic creatures PHB222 +4 bonus vs. attacks made by evil creatures PHB222 +4 bonus vs. attacks made by good creatures PHB222 +4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB223 -4 bonus vs. attacks made by lawful creatures PHB234 -4 bonus vs. attacks made by lawful creatures PHB234 -4 bonus vs. attacks made by lawful creatures PHB234 -4 bonus vs. attacks made by lawful creatures PHB236 -4 bonus vs. attacks made by lawful creatures PHB237 -5 besignates location as only lawful creatures PHB237 -5 besignates location as unbloy PHB237 -6 besignates location as unbloy -6 besig
	Borrowed Time Break Enchantment Command, Greater	N 스 트 이 이 스 스 스 스 트 트 N 이 이 이 트 드 이 이 스 스 스 이 이 트 드 이 이 이 드 드 드 이 이 이 드 드 드 이 이 이 드	VM VS V VSMP VSD VSD VSD VSD VSD VSSP VSSP VSSP VSS	3 days 1 min 1 act 10 min 1 act 1 day 1 act 1 day 1 act 1 day 1 act 1 round 10 min 1 act 1 act 1 hour 1 act 1 act 1 hour 1 act 1 day 1 act 1 hour 1 act 1 day 1 day 1 act 1 day 1 day 1 day 1 day 1 day 1 day	Personal Close Close Personal Close Touch Touch Touch Touch Touch Touch Touch Touch Touch Close Long Touch Touch Touch Touch Touch Close Personal Special Touch Touch Close Off Touch Touch Close	Special Instantaneous I round/lev I round/lev Instantaneous I round/lev Instantaneous I round/lev I round/lev I round/lev I round/lev I round/lev Instantaneous Indefinite Instantaneous I min/lev Permanent Instantaneous I round/lev I pecial Special I min/lev Instantaneous	Will n. - Will 1/2 Special Special Special Special Will n. Ref 1/2 Special Will n. Ref 1/2 Special Will n Special		You return as a 3rd-rank ancient dead PHB211 Frees subject from magical effects PHB207 One subject/lev obeys command for 1 round PHB211 Deity answers one yes-or-no question/level PHB211 Cures 1d8 damage *1/lev for many creatures PHB212 +4 bonus vs. attacks made by chaotic creatures PHB222 +4 bonus vs. attacks made by evil creatures PHB222 +4 bonus vs. attacks made by good creatures PHB222 +4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB223 -4 bonus vs. attacks made by lawful creatures PHB234 -4 bonus vs. attacks made by lawful creatures PHB234 -4 bonus vs. attacks made by lawful creatures PHB234 -4 bonus vs. attacks made by lawful creatures PHB236 -4 bonus vs. attacks made by lawful creatures PHB237 -5 besignates location as only lawful creatures PHB237 -5 besignates location as unbloy PHB237 -6 besignates location as unbloy -6 besig
	Borrowed Time Break Enchantment Command, Greater	N 스 트 이 이 스 스 스 스 트 트 N 이 이 이 트 드 이 이 스 스 스 이 이 트 드 이 이 이 드 드 드 이 이 이 드 드 드 이 이 이 드	VM VS V VSMP VSD VSD VSD VSD VSD VSSP VSSP VSSP VSS	3 days 1 min 1 act 10 min 1 act 1 day 1 act 1 day 1 act 1 day 1 act 1 round 10 min 1 act 1 act 1 hour 1 act 1 act 1 hour 1 act 1 day 1 act 1 hour 1 act 1 day 1 day 1 act 1 day 1 day 1 day 1 day 1 day 1 day	Personal Close Close Personal Close Touch Touch Touch Touch Touch Touch Touch Touch Touch Close Long Touch Touch Touch Touch Touch Close Personal Special Touch Touch Close Off Touch Touch Close	Special Instantaneous I round/lev I round/lev Instantaneous I round/lev Instantaneous I round/lev I round/lev I round/lev I round/lev I round/lev Instantaneous Indefinite Instantaneous I min/lev Permanent Instantaneous I round/lev I pecial Special I min/lev Instantaneous	Will n. - Will 1/2 Special Special Special Special Will n. Ref 1/2 Special Will n. Ref 1/2 Special Will n Special		You return as a 3rd-rank ancient dead PHB211 Frees subject from magical effects PHB207 One subject/lev obeys command for 1 round PHB211 Deity answers one yes-or-no question/level PHB211 Cures 1d8 damage *1/lev for many creatures PHB212 +4 bonus vs. attacks made by chaotic creatures PHB222 +4 bonus vs. attacks made by evil creatures PHB222 +4 bonus vs. attacks made by good creatures PHB222 +4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB223 -4 bonus vs. attacks made by lawful creatures PHB234 -4 bonus vs. attacks made by lawful creatures PHB234 -4 bonus vs. attacks made by lawful creatures PHB234 -4 bonus vs. attacks made by lawful creatures PHB236 -4 bonus vs. attacks made by lawful creatures PHB237 -5 besignates location as only lawful creatures PHB237 -5 besignates location as unbloy PHB237 -6 besignates location as unbloy -6 besig
	Borrowed Time Break Enchantment Command, Greater	N 스 트 이 이 스 스 스 스 트 트 N 이 이 이 트 드 이 이 스 스 스 이 이 트 드 이 이 이 드 드 드 이 이 이 드 드 드 이 이 이 드	VM VS V VSMP VSD VSD VSD VSD VSD VSSP VSSP VSSP VSS	3 days 1 min 1 act 10 min 1 act 1 day 1 act 1 day 1 act 1 day 1 act 1 round 10 min 1 act 1 act 1 hour 1 act 1 act 1 hour 1 act 1 day 1 act 1 hour 1 act 1 day 1 day 1 act 1 day 1 day 1 day 1 day 1 day 1 day	Personal Close Close Personal Close Touch Touch Touch Touch Touch Touch Touch Touch Touch Close Long Touch Touch Touch Touch Touch Close Personal Special Touch Touch Close Off Touch Touch Close	Special Instantaneous I round/lev I round/lev Instantaneous I round/lev Instantaneous I round/lev I round/lev I round/lev I round/lev I round/lev Instantaneous Indefinite Instantaneous I min/lev Permanent Instantaneous I round/lev I pecial Special I min/lev Instantaneous	Will n. - Will 1/2 Special Special Special Special Will n. Ref 1/2 Special Will n. Ref 1/2 Special Will n Special		You return as a 3rd-rank ancient dead PHB211 Frees subject from magical effects PHB207 One subject/lev obeys command for 1 round PHB211 Deity answers one yes-or-no question/level PHB211 Cures 1d8 damage *1/lev for many creatures PHB212 +4 bonus vs. attacks made by chaotic creatures PHB222 +4 bonus vs. attacks made by evil creatures PHB222 +4 bonus vs. attacks made by good creatures PHB222 +4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB223 -4 bonus vs. attacks made by lawful creatures PHB234 -4 bonus vs. attacks made by lawful creatures PHB234 -4 bonus vs. attacks made by lawful creatures PHB234 -4 bonus vs. attacks made by lawful creatures PHB236 -4 bonus vs. attacks made by lawful creatures PHB237 -5 besignates location as only lawful creatures PHB237 -5 besignates location as unbloy PHB237 -6 besignates location as unbloy -6 besig
	Borrowed Time Break Enchantment Command, Greater	N 스 트 이 이 스 스 스 스 트 트 N 이 이 이 트 드 이 이 스 스 스 이 이 트 드 이 이 이 드 드 드 이 이 이 드 드 드 이 이 이 드	VM VS V VSMP VSD VSD VSD VSD VSD VSSP VSSP VSSP VSS	3 days 1 min 1 act 10 min 1 act 1 day 1 act 1 day 1 act 1 day 1 act 1 round 10 min 1 act 1 act 1 hour 1 act 1 act 1 hour 1 act 1 day 1 act 1 hour 1 act 1 day 1 day 1 act 1 day 1 day 1 day 1 day 1 day 1 day	Personal Close Close Personal Close Touch Touch Touch Touch Touch Touch Touch Touch Touch Close Long Touch Touch Touch Touch Touch Close Personal Special Touch Touch Close Off Touch Touch Close	Special Instantaneous I round/lev I round/lev Instantaneous I round/lev Instantaneous I round/lev I round/lev I round/lev I round/lev I round/lev Instantaneous Indefinite Instantaneous I min/lev Permanent Instantaneous I round/lev I pecial Special I min/lev Instantaneous	Will n. - Will 1/2 Special Special Special Special Will n. Ref 1/2 Special Will n. Ref 1/2 Special Will n Special		You return as a 3rd-rank ancient dead PHB211 Frees subject from magical effects PHB207 One subject/lev obeys command for 1 round PHB211 Deity answers one yes-or-no question/level PHB211 Cures 1d8 damage *1/lev for many creatures PHB212 +4 bonus vs. attacks made by chaotic creatures PHB222 +4 bonus vs. attacks made by evil creatures PHB222 +4 bonus vs. attacks made by good creatures PHB222 +4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB222 -4 bonus vs. attacks made by lawful creatures PHB223 -4 bonus vs. attacks made by lawful creatures PHB234 -4 bonus vs. attacks made by lawful creatures PHB234 -4 bonus vs. attacks made by lawful creatures PHB234 -4 bonus vs. attacks made by lawful creatures PHB236 -4 bonus vs. attacks made by lawful creatures PHB237 -5 besignates location as only lawful creatures PHB237 -5 besignates location as unbloy PHB237 -6 besignates location as unbloy -6 besig

Cleric Spells Kn. Prep. Scroll SPELL NAME Sch. Comp. Cast Time Range DURATION SAVE SR **E**FFECT 6th-Level Spells Spells: ___ + __ = ____ Cast: | | | | | | | | | Save DC: ___ Max. known: ____ □□□□□□ Animate Objects Antilife Shell 1 act 1 round N Objects attack your foes
 Y 10-ft field hedges out liv
 Y Banishes 2 HD/lev of extra round/lev Tr VS Medium 1 10 ft 10 min/lev (D) Ab VSD 10-ft field hedges out living creatures PH B199 Instantaneous Will n. Banishment 1 act Close Ab VSF Banishes 2 HD/lev of extraplanar creatures PHB203 Will n. Bear's Endurance, Mass 1 act One subject/lev gets +4 Con PHB203 Tr_ VSD Close min/lev 1 min/lev (D) Medium Blade Barrier [Force] Ev VS 1 act Special Wall of blades deal 1d6 damage/level PHB205 Bull's Strength, Mass VSD 1 act Close 1 min/lev Will n. One subject/lev gets +4 Str PHB207 Tr N Creates ghouls, ghasts, mummies or mohigs
Y Cures 2d8 damage +1/lev for many creatures
Y Does 1d6/lev (max 15d6) to undead Create Undead 1 hour Close Instantaneous [Evil] Νe VSM PHB215 ure Moderate Wounds, Mass [Healing] <u>Co</u> Will 1/2 Instantaneous VS 1 act Close Danse Macabre 60 ft Ev_ VS 1 round Special Special VRA27 N Dispels magical effects, +20 on check
Y One subject/lev gets +4 Cha Dispel Magic, Greater Medium Instantaneous <u>Ab</u> VS 1 act PHB223 Cl<u>ose</u> Eagle's Splendor, Mass min/lev Tr VSD 1 act PHB225 Find the Path -/Will n. 3 rds Touch 10 min/lev Di VSF Shows most direct way to a location PHB230 <u>Forbiddance</u> <u>Ab</u> <u>VSM</u>D 6 rds <u>Medium</u> Permanent <u>Special</u> Blocks planar travel, damages diff. alignments PHB232 1 day/lev (D) Geas/Quest [Lang.-Dep., Mind-Affecting] 10 min Close Touch PHB234 <u>En</u> Places a magical command on a creature V Unti disch. (D) Sp. As glyph of warding, up to 10d8 dmg/6th lev PHB237 Glyph of Warding, Greater <u>10 min</u> Special <u>Ab</u> VSM Y Deals 10 points/lev damage to target
Y Cures 10 points/lev of damage to target Will ½ Will ŋ. Ne VS <u> 1 act</u> Touch <u>Instantaneous</u> Heal [Healing] <u>Co</u> VS 1 act Touch Instantaneous Cures 10 points/lev of damage and conditions PHB239 10 min N Food for 1 creat./lev cures and gives bonuses PHB240 Heroes' Feast Co VSD_ Close <u> 1 hour +12 hrs</u> Will 1/2 Y Deals 2d8 damage +1/lev to many creasure
N Protects the caster against soul-affecting spells VRA55

VRA50 Inflict Moderate Wounds, Mass <u>Close</u> Instantaneous Deals 2d8 damage +1/lev to many creatures PHB244 Νe VS <u> 1 act</u> Special 30 min Inviolate Soul 1 round Personal Ne VS Mystick Cage <u>Co</u> VSF <u>1 min</u> <u>Unlimit.</u> Owl's Wisdon, Mass Planar Ally Will n. VSD <u>1 act</u> Close Close 1 min/lev Y One subject/lev gets +4 Wis
N Exchange service with a 16 HD extraplanar Tr_ 10 min VSDX <u>Instantaneous</u> <u>Co</u> PHB261 1 round/lev (D) Summon Monster VI 1 round N Calls extraplanar (16th, 1d35th or 1d4+14th) PHB287 Co VSD Will n. Symbol of Fear [Fear, Mind-Affecting] Ne VSM 10 min Special Triggered rune panics nearby creatures PHB290 Symbol of Persuasion 10 min Oft Will n. [Mind-Affecting] En VSM Special PHB290 Instantaneous Will n. Y Destroys 144 HD/lev (max 20HD) undead
1 hour/lev (D) –/Will n. Sp. You and allies turn vaporous and travel fast
Instantaneous –/Will n. Sp. Teleports you back to designated place Úndeath to Death Medium <u>N e</u> VSD <u> 1 act</u> PHB297 Wind Walk Tr__VSD_ 1 act [Air] <u>Touch</u> Word of Recall 1 act Unlimit. Co Dom. $Dom.\square$ 7th-Level Spells Spells: ___ + ___ = ____ Will n.
 Permanent
 Will n. Instantaneous
 Y Invokes a powerful curse up to lethal severity
 RPHB117

 Special
 -/Will n. Y
 Y
 Kill/paralyze/weaken/daze nonevil subjects
 PHB205

 N you return as a 4th-rank ancient dead
 RPHB118
 1 round Medium Permanent Bestow Divine Curse Tr__VMD 40 ft Blasphemy [Sonic, Evil] Ev V <u> 1 act</u> Personal Special
2 miles 4d12 hours Borrowed Time, Greater 3 days Ne VM Control Weather <u>Tr_</u> VS_ <u>10 min</u> N Changes weather in local area PHB214 Will 1/2 <u>Close</u> <u>Close</u> Cure Serious Wounds, Mass [Healing] <u>Co</u> <u>VS</u> 1 act <u>Instantaneous</u> Cures 3d8 damage +1/lev for many creatures PHB216 Destruction [Death] Ne VSF <u>1 act</u> Kills subject and destroys remains PHB218 40 ft Close Ev Dictum [Sonic, Lawful] V 1 act Kill/paralyze/slow/deafen nonlawful subjects Eternal Slumber 1 min <u> 44</u> VSX Special You become ethereal for 1 round/lev Corpse cannot be made into undead VRA29 Personal 1 round/lev (D)-<u>Tr_</u> Ethereal Jaunt <u>VS__</u> 1 act Instantaneous -/Will n. Y Holy Word [Sonic, Good] <u>Ev</u> V <u> 1 act</u> 40 H Kill/paralyze/blind/deafen nongood subjects PHB242 Y Deals 3d8 damage +1/lev to many creatures
N Alters item to transport its possessor to you PHB269 Inflict Serious Wounds, Mass Close Touch Will 1/2 VS <u>1 act</u> <u>Instantaneous</u> Deals 3d8 damage +1/lev to many creatures PHB244 Νe 1 act Refuge VSM Until discharg. For n. Y Sewered limbs grow back, cures 4d8 dmg +1/lev PHB270
| Will n. Y Creatures can't approach you PHB271
| Will n. Y Restores all levels and drained ability scores PHB272
| Fully restores dead subjects PHB272 Instantaneous For n.

1 round/lev (D) Will n. Regenerate [Healing] VSD 3 rds <u>Touch</u> Co <u>1 act</u> Repulsion ΑЬ VSD 10 H/lev <u>10 min</u> Restoration, Greater [Healing] <u>Touch</u> <u>Instantaneous</u> <u>Co</u> VSX Resurrection VSMD <u>10 min</u> Touch Instantaneous [Healing] <u>Co</u> Will n. Y As scrying, but faster and longer Special Close Oft 1 hour/lev Scrying, Greater Di_ VS 1 act N Calls extraplanar (17th, 143 6th or 144+15th)
Y Triggered rune stuns nearby creatures
Y Triggered rune weakens nearby creatures 1 round/lev (D) Summon Monster VII 1 round <u>Co</u> VSD -Will n. Symbol of Stunning [Mind-Affecting] <u>10 min</u> En VSM Special OH For n Symbol of Weakness Ne VSM <u>10 min</u> Special PHB291 Instantaneous -/Will n. Y Kill/confuse/stun/deafen nonchaotic subjects PHB303 Word of Chaos 40 ft [Sonic, Chaotic] Ev 1 act Dom. Dom.

Cleric Spells SAVE Kn. PREP. SCROLL SPELL NAME SCH. COMP. CAST TIME RANGE DURATION SR EFFECT 8th-Level Spells Spells: ___ + ___ = ____ Save DC: _ Max. known: ____ Antimagic Field Cloak of Chaos 1 act 10 ft 1 act 20 ft 1 hour Close 10 min/lev Sp. Negates magic within 10 ft Ab VSD 1 round/lev (D) Special [Chaotic] Ab VSF +4 AC, +4 resistance and SR 25 vs. lawful spells PHB210 Y +4AC, +4 resistance any on the second PHB215

N Create shadows, wraiths, spectres, devourers PHB215

PHB215 Create Greater Undead [Evil] Ne VSM Instantaneous -[Healing] Close Medium Instantaneous Will 1/2 Cure Critical Wounds, Mass Cures 4d8 damage +1/lev for many creatures PHB215 <u>Co</u> <u>VS</u> 1 act Dimensional Lock 1 day/lev Ab VS act Blocks teleportation and planar travel PHB221 Discern Location 10 min Unlimit. Instantaneous N Reveals exact location of creature or object Di__VSD PHB222 Earthquake Fire Storm Special Ref 1/2 [Earth] Ev VSD Long N Intense tremors shake 5 ft/level radius 1 act 1 round PHB225 1 round Medium Instantaneous
1 act 20 ft 1 round/lev ([PHB231 [Fire] Ev VS Deals 1d6 fire damage/level 1 round/lev (D)Specia Holy Aura [Good] Ab VSF +4 AC, +4 resistance and SR 25 vs. evil spells PHB241 Inflict Critical Wounds, Mass Planar Ally, Greater 1 act | Close | 10 min | Close | 1 act | 20 ft | Instantaneous Will 1/2 <u>Ne</u> <u>VS</u> Deals 4d8 damage +1/lev to many creatures Co VSDX Instantaneous PHB261 Shield of Law [Lawful] Ab VSF 1 round/lev (D)Special Y +4 AC, +4 resist. and SR 25 vs. chaotic spells PHB278 Spell Immunity, Greater Ab VSD 1 act <u>Touch</u> 10 min/lev Will n. As spell immunity, up to 8th lev PHB282 1 round Close
10 min Oft
10 min Oft 1 round/lev (D) <u>Co</u> <u>VSD</u> N Calls extraplanar (18th, 1d3 7th or 1d4+16th) PHB287 Summon Monster VIII Symbol of Death [Death] Ne VSM For n Special Triggered rune slays nearby creatures Will n Symbol of Insanity [Mind-Affecting] En VSM Special Y Triggered rune renders nearby creat. insane PHB290 20 ft 1 round/lev (D)Special Unholy Aura [Evil] Ab VSF 1 act +4 AC, +4 resistance and SR 25 vs. good spells PHB297 ____ Dom.□ Dom. 9th-Level Spells Spells: ___ + __ = ___
 Special
 Y
 Projects you and companion to Astral Plane
 PHB201

 Permanent
 Will n.
 Y
 Invokes a curse through generations
 RPHB117

 Instantaneous
 For part.
 Y
 Subject gains 2d4 negative levels
 PHB226
 Astral Projection Ne VSM 30 min Touch 1 round Medium Permanent Bestow Ancient Curse Tr__VDX Close Touch Energy Drain Ne VS 1 act Y Travel to Ethereal Plane with companions
N Connects two planes for travel or summon Etherealness act 1 min/lev (D) -PHB228 Tr VS Gate Co VSX 1 act Medium Special PHB234 Instantaneous Will n. Heal, Mass [Healing] Di VS 1 act Close Y As heal, but with several subjects PHB239
 Y
 Kills one creature/round
 PHB243

 Y
 Request a deity's intercession
 PHB254

 N
 Traps newly dead soul to prevent resurrection PHB281
 Implosion 1 act Up to 4 rounds For n. Close Ev VS Special Will n. Miracle Ev_VSX act Special Special Soul Bind Permanent 1 act Close Ne VSF Up to 10 r. (D) Special Storm of Vengeance
 Y
 Storm rains acid, lightning, and hail
 PHB285

 N
 Calls extraplanar (19th, 1d3 8th or 1d4+17th)
 PHB288
 1 round Long Co VS 1 round Close 1 day Touch Summon Monster IX Co VSD 1 round/lev (D)-Permanent -1 day Tomb Ward Ab VSD N Protects a tomb from efilers RPHB119 True Resurrection [Healing] Co VSMP 10 min Touch Y Fully restores dead subject, without remains PHB296 Instantaneous -Dom. Dom.

Vild Empathy: Animal Companion:	+ + =	Wild Shape	
Nature Sense: Woodland Stride: Trackless Step: Resist Nature's Lure: Venom Immunity: A Thousand Faces: Timeless Body:		Animal	- U - ·

Annis Challe										
ruid Spells - Spell Nami	E	S cн.	Comp.	Cast Time	Range	Duration	Save	SR	EFFECT	
o-Level Spells			-	Spells:	+ :	= Sav	ve DC:	_		
Create Water Cure Minor Wounds Detect Magic Detect Poison Flare Guidance Know Direction Light Mending Purify Food and Drink Read Magic Resistance Virtue	[Light]	Co Di Di Ev Di Ev Tr Tr	VS VSF VSD	1 act 1 act	Close Touch 60 ft Close Close Touch Touch 10 ft 10 ft Personal Touch Touch Touch	Instantaneous Instantaneous 1 min/lev (D) Instantaneous 1 min Instantaneous 1 min Instantaneous 10 min/lev (D) Instantaneous 10 min/lev 1 min 1 min 1 min	Will 1/2 For n. Will n. Will n.	<u>N</u>	Creates 2 gallons/lev of pure water Cures 1 point of damage Detect spells and magic items within 60 ft Detects poison in one creature or object Dazzles one creature (-1 to attacks) +1 on one attack roll, check or save You discern north Object shines like a torch Makes minor repairs on an object Purifies 1 cubic ft/level of food or water Read scrolls and spellbooks Subject gains +1 bonus on saving throws Subject gains 1 temporary hp	PH8215 PH8216 PH8219 PH8219 PH8232 PH8238 PH8238 PH8246 PH8255 PH8267 PH8269 PH8272 PH8298
1st-Level Spells Calm Animals			-	Spells: _	_ + :	= Sav	ve DC:	_		
Charm Animal Cure Light Wounds Detect Animals or Plants Detect Snares and Pits Endure Elements Entangle Faerie Fire Goodberry Hide from Animals Insatiable Thirst Jump Longstrider Magic Fang Magic Stone Obscuring Mist Pass without Trace Produce Flame Ray of Fatigue Rheumatism Shillelagh Speak with Animals Summon Nature's Ally I	[Mind-Affecting] [Mind-Affecting] [Light] [Mind-Affecting]	Di Di Ab Tr Ev Tr Ab En Tr Tr Co Ne Ne	VSD VSD VSD VSD VSS VSSM VSSM VSSD VSS VSS VSS VSS VSS VSS VSS VSS VS	1 act	Close Close Close Touch Long GO ft Touch Long Long Touch Close Touch Personal Touch Touch Close Medium Touch Close Medium Touch Close	1 min/lev 1 hour/lev 1 hour/lev Instantaneous 10 min/lev (D) 10 min/lev (D) 24 hrs 1 min/lev (D) 1 day/lev 10 min/lev (D) 1 round/lev 1 min/lev (D) 1 hour/lev (D) 1 min/lev 30 min 1 min/lev 1 hour/lev (D) 1 min/lev 2 round/lev 2 round/lev 1 min/lev 1 min/lev (D)		<u> </u>	Calms 244 +1/level HD of animals Makes one animal your friend Cures 1d8 damage +1/level (max +5) Detects kinds of animals or plants Reveals natural or primitive traps Exist comfortably in hot/cold environment Plants entangle everyone in 40-ft radius Outlines subjects with light 2d4 berries cure 1 hp each (max 8 hp/24 hrs) Animals can't preceive 1 subject/lev Victim does anything to consume liquid Subject gets bonus on Jump checks Your speed increases by 10 ft One natural weapon gets +1 to hit and damage 3 stones are +1 to attack and deal 1d6+1 damage Fog surrounds you One subject/level leaves no tracks 1d6 damage +1/lev, touch or thrown Victim is fatigued Ray fuses bones into arthritic mounds Cudgel becomes +1 weapon for 1d10 damage You can communicate with animals Calls animal to fight for you (11st-level)	

Druid Spells SAVE PREP. SCROLL SPELL NAME Sch. Comp. Cast Time Range DURATION SR **E**FFECT 2nd-Level Spells Spells: Save DC: Medium 5 min/lev Close 1 day/lev [Mind-Affecting] En VSM Will n <u>Anesthesia</u> act Y Subject is immune to pain VRA33 Animal Messenger Animal Trance Close [Mind-Affecting] VSM 1 act Sends a Tiny animal to a specific place PHB198 En Close [Mind-Affecting, Sonic] <u>act</u> Concentration Fascinates 2d6 HD of animals PHB198 En VS 10 min/lev Barkskin Tr_ Grants +2 or higher natural armor bonus PHB203 VSD act Touch Will n Bear's Endurance 1 min/lev <u>Tr_</u> VSD act louch Subject gains +4 to Con for 1 min/lev PHB203 Bull's Strength Will n. act Touch min/lev Subject gains +4 to Str for 1 min/lev PHB207 Tr VSD Will n. Cat's Grace Chill Metal min/lev Touch PHB208 <u>Tr_</u> VSM act Subject gains +4 to Dex for 1 min/lev Will n [Cold] Cold metal damages those who touch it PHB209 Tr_ VSD act Close rounds Delay Poison hour/lev <u>Co</u> VSD act Touch For n Stops poison from harming subject for 1 hr/levPHB217 Until discharg. 1 min/lev (D) Fire Trap Flame Blade [Fire] <u>10 min</u> Ref 1/2 ΑЬ VSM <u>Touch</u> Opened object deals 1d4 +1/level of damage PHB231 [Fire] <u>Ev</u> VSD act Touch attack deals 1d8 +1/2 levels of damage PHB231 Flaming Sphere Ref n Ev_ Medium 1 round/lev [Fire] VSD act Rolling ball of fire deals 2d6 damage PHB232 И Fog Cloud <u>Co</u> VS <u> 1 act</u> Medium 10 min/lev Fog obscures vision PHB232 Gust of Wind [Air] VS act 60 ft 1 round For n. Blows away or knocks down smaller creatures PHB238 Ev_ Will n <u>Tr_</u> Heat Metal [Fire] VSD act Close rounds Hot metal damages those who touch it PHB239 <u>1 round/lev (D)Will n</u> <u>Hold Animal</u> [Mind-Affecting] <u>Medium</u> Paralyzes one animal for 1 round/level En_ VS act PHB241 Will n <u>Owl's Wisdom</u> Tr_ VSD act Touch min/lev Subject gains +4 Wis for 1 min/lev PHB259 1 hour/lev (D) N <u>Tr_</u> Reduce Animal VS <u> 1 act</u> Touch Shrinks one willing animal PHB269 Resist Energy <u>Touch</u> 10 min/lev Ignores 10+ damage/attack from one energy PHB272 VSD act Will n Restoration, Lesser <u>Touch</u> <u>Instantaneous</u> Repairs 1d4 ability damage <u>Co</u> rds PHB272 \overline{N} Soften Earth and Stone [Earth] Tr_ VSD act <u>Close</u> <u>Instantaneous</u> Turns stone to clay or dirt to sand or mud PHB280 Spider Climb <u>Touch</u> 10 min/lev 1 round/lev (D) Will n Grants ability to walk on walls and ceilings Tr_ VSM act PHB283 Summon Nature's Ally II Close Calls animals to fight (12nd or 1d3 1st level) <u>Co</u> VSD round PHB288 Summon Swarm Close onc. +2 rds N Summon swarm of bats, rats, or spiders <u>Co</u> 1 round PHB289 Tree Shape Tr_ VSD act <u>Personal</u> 1 hour/lev (D) N You look exactly like a tree for 1 hr/lev PHB296 Will n Warp Wood Tr__VS_ act Close <u>Instantaneous</u> Y Bends wood PHB300 Wood Shape Touch Instantaneous Will n. Y Rearrange wooden objects to suit you Tr_ VSD <u>1 act</u> PHB303 3rd-Level Spells Spells: ___ + ___ = ____ Save DC: Call Lightning 1 round Medium 1 min/lev Ref 1/2 [Electricity] Ev VS Y Calls down lightning bolts (3d6 per bolt) PHB207 Touch Instantaneous For n. Y Infects subject with chosen disease Contagion 1 act PHB213 [Evil] Ne VS Cure Moderate Wounds 1 act Touch Will 1/2 Co VS Instantaneous Cures 2d8 damage +1/lev (max +10) PHB216 Daylight N 60-ftradius of bright light [Light] <u>1 act</u> Touch 10 min/lev (D) PHB216 Ev VS Diminish Plants Instantaneous Ν Reduces size or blights growth of plants PHB221 Tr__VSD_ 1 act Special Will n [Mind-Affecting] 1 round/lev Dominate Animal Close Subject animal obeys silent mental commands PHB224 En VS 1 round Magic Fang, Greater Meld into Stone Will n VSD 1 hour/lev Tr_ <u> 1 act</u> Close Natural weap. +1 to hit/dmq per 4 lev (max +5) PHB250 Personal 10 min/lev N You and your gear merge with stone [Earth] Tr_ VSD 1 act PHB252 Neutralize Poison Will n. PHB257 <u>Co</u> VSD act Touch 10 min/lev Detoxifies venom in or on subject Plant Growth Tr_ VSD act Specia Instantaneous Grows vegetation and improves crops PHB262 For n Paison Νe VSD act Touch Instantaneous Touch deals 1410 Con damage, repeat in 1 min PHB262 Protection from Energy VSD act Touch 10 min/lev For n Absorbs 12 damage/level from one energy PHB266 PHB267 <u>-/Will n.</u> Quench <u>Tr_</u> VSD act Medium Instantaneous Sp. Extinguish nonmagical fires or 1 magic item Remove Disease Touch <u>Co</u> VS act <u>Instantaneous</u> For n. Cures all diseases affecting subject PHB271 Sleet Storm [Cold] <u>1 round/lev</u> M Hampers vision and movement PHB280 <u>Co</u> VSD act \overline{N} VSD 3 rds <u>Touch</u> <u>Until triggered</u> Creates a magical booby trap PHB280 Snare Speak with Plants Personal PHB282 1 min/lev N Talk to normal plants and plant creatures Di_ act 1 hour/lev (D) Ref part. Spike Growth Tr_ VSD <u> 1 act</u> <u>Medium</u> Creatures take 1d4 damage and may be slowed PHB283 Stone Shape [Earth] VSD <u>Touch</u> <u>Instantaneous</u> Ν Sculpts stone into any shape PHB284 Tr_ 1 act Summon Nature's Ally III 1 round Close <u>1 round/lev (D)</u> N Calls animals to fight (13rd/1d32nd/1d4+11st) PHB288 Co VSD hours/lev Will n. Water Breathing <u>Touch</u> Tr_ act Y Subject can breathe underwater Wind Wall [Air] Medium 1 round/lev Y Deflects arrows, smaller creatures, gases <u>Ev</u> VSD

Druid Spells PREP. SCROLL SPELL NAME Sch. Comp. Cast Time Range DURATION SAVE SR **E**FFECT 4th-Level Spells Spells: Save DC: _ 10 min/lev 10 min/lev (D)
 Y
 Subject treads on air as if solid (45-deg. climb)
 PHB196

 Y
 Keeps animated plants at bay
 PHB200

 Y
 Peals 146/lev to plant creature, or withers
 PHB206
 Air Walk 1 act [Air] Tr VSD Antiplant Shell Blight 1 act Ab VSD Instantaneous For 1/2 1 act Touch Ne VSD Command Plants 1 day/lev 10 min/lev (D) <u>Tr_</u> 1 act Will n. Sways the actions of one or more plant creat. PHB211 Close V Y Sways the actions or one or more
Raises or lowers bodies of water Control Water [Water] 1 act Tr_ VSD Long PHB214 Instantaneous Will 1/2 Cure Serious Wounds <u>VS__</u> 1 act Touch Co Dispel Magic Medium Instantaneous 1 act <u>Ab</u> <u>VS</u> Flame Strike [Fire] Ev_ 1 act Medium Instantaneous VSD 10 min/lev Will n. Freedom of Movement 1 act Touch <u>VSM</u>D 1 min/lev Giant Vermin <u>Tr_</u> VSD 1 act Close Ice Storm [Cold] <u>1 act</u> <u>Ev</u> VSD Long 1 round 1 hour/3 lev For n. Induce Lycanthropy <u>Tr_</u> VSM 1 act Touch Y Forces a target lycanthrope to transform
Y Brings dead subject back in a random body
Insects and vermin stay 10 ft away
N Your touch corrodes iron and alloys
Y Spies on subject from a distance
Y Creatures take 1d8 damage and may be slowe
N Calls animals (14th/1d35rd/1d4+12nd)
Y Forces a target lycanthrope to transform Reincarnate <u>Tr_</u> VSMD <u>10 min</u> Touch <u>Instantaneous</u> __ PHB270 10 min/lev (D) -/Will n. Repel Vermin <u>Ab</u> VSD 1 act 10 H PHB271 PHB273 Rusting Grasp Tr_ VSD 1 act Touch Special Will n. Special Medium 1 min/lev 1 hour/lev (D) PHB274 <u>Di</u>_ **VSFD** 1 hour <u>Scrying</u> Ref part. <u>1 act</u> Spike Stones [Earth] <u>Tr_</u> <u>VSD</u> Creatures take 1d8 damage and may be slowed PHB283 Summon Nature's Ally IV 1 round/lev (D)-<u>Co</u> VSD 1 round Close Suppress Lycanthropy <u>Tr_</u> VSM 1 act Touch 1 hour/3 lev For n. VRA37 5th-Level Spells Spells: ___ + __ = ____ Save DC: __ <u>Animal Growth</u> Tr__VS__ act Medium 1 min/lev For n. Y One animal/2 levels doubles in size Ab VSMEDX 1 hour Touch Instantaneous Y Removes burden of misdeeds from subject Atonement Will n. <u>Awaken</u> Tr___VSFX 1 day <u>Touch</u> <u>Instantaneous</u> Animal or tree gains human intellect Tr VS Baleful Polymorph 1 act Permanent Close Special Transforms subject into harmless animal PHB202 Call Lightning Storm [Electricity] EV VS 1 round Long 1 min/lev Ref 1/2 Calls down lightning bolts (5d6 per bolt) PHB207 Y Calls down lightning with Calls down lightning with Calls down lightning with Calls and call and calls and calls and calls and calls and calls are calls and calls are calls and calls are calls and calls are called a call are called a ca Commune with Nature 10 min <u>Di___VS___</u> Personal Instantaneous PHB211 40 ft/lev 10 min/lev N Change wind direction and speed Control Winds For n. PHB214 [Air] VS_ 1 act Tr Cure Critical Wounds 1 act Will 1/2 Y Cures 4d8 damage +1/lev (max +20) VS_ <u>Touch</u> Instantaneous PHB215 Co Dark Sentinels Death Ward [Mind-Affecting] VF_ Special (D) N Flock of birds seeks out nearest undead <u>Di</u> 1 min Special Special VRA23 1 act Will n Grants immunity to death spells and effects PHB217 Ne VSD 1 min/lev Touch [Good] Ev Hallow VSMD 1 day Touch Indefinite Special Sp. Designates location as holy PHB238 Insect Plague 1 round N Locust swarms attack creatures VSD Long 1 min/lev PHB244 <u>Co</u> Will n. Stoneskin -10 min/lev Ignore 10 points of damage per attack 1 act PHB284 Ab VSM Touch Y Ignore 10 poins or yamas - ,
N Calls animals (15th/1d3 4th/1d4+13rd) Summon Nature's Ally V 1 round 1 round/lev (D) Close VSD Co PHB289 Transmute Mud to Rock [Earth] Medium Permanent \overline{N} 1 act Specia Transforms two 10-ft cubes/level Tr_ VSD PHB295 Transmute Rock to Mud Medium Permanent N Transforms two 10-ft cubes/level [Earth] Tr_ VSD <u> 1 act</u> Special PHB295 Tree Stride Unhallow 1 act 1 day N Step from one tree to another far away <u>Co</u> <u>VSD</u> <u>Personal</u> 1 hour/lev 1 hour/lev -Instantaneous Specia PHB296 [Evil] Touch_ <u>Ev</u> VSM Sp. Designates location as unholy PHB297 Wall of Fire [Fire] <u>Ev</u> VSD 1 act Medium Conc. +1 r/lev Deals 2d4 or 1d4. Passing is 2d6 +1/lev PHB298 N Thorns damage who tries to pass Medium 10 min/lev (D) Wall of Thorns Co VS 1 act PHB300 6th-Level Spells Spells: ___ + ___ = ____ Save DC: ___ 1 round 10 ft <u>Antilife Shell</u> _ Ab VSD 10 min/lev (D) Bear's Endurance, Mass Close Close 1 act 1 min/lev Tr__VSD_ Bull's Strength, Mass 1 act Tr__VSD_ 1 min/lev PHB207 Will n. Close Close _____Tr__VSM Cat's Grace, Mass 1 act 1 min/lev Cure Light Wounds, Mass Instantaneous Will 1/2 Co VS 1 act Cures 1d8 damage +1/lev for many creatures PHB216 Dispel Magic, Greater Find the Path Ab VS 1 act 3 rds 1 act Medium N Cancels magic effects, +20 on check Instantaneous -PHB223 -/Will n. 10 min/lev Touch <u>Di</u>_ VSF_ Sp. Shows most direct way to a location PHB230 [Fire] -/Ref 1/2 Fire Seeds Touch 10 min/lev N Acorns and berries become grenades Co VSM PHB230 Oft Touch N Magic wood is strong as steel Ironwood Tr_ VSM 1 min/lb 1 day/lev (D) PHB246 10 min 1 day/lev (D) -N Oak becomes treant guardian PHB248 Liveoak Tr_ VS Move Earth *[Earth]* Tr VSM Special Instantaneous N Digs trenches and builds hills PHB257 Long N Pushes away wooden objects
Y Stores one spell in wooden quarterstaff VSD Owl's Wisdom, Mass <u>Tr_</u> 1 act 1 min/lev Close PHB259 1 min/lev (D) Repel Wood Tr_ VS_ 1 act PHB271 Until discharg. Will n. Spellstaff 10 min Touch Tr PHB282 VSF N Talk to natural or worked stone
N Calls animals (16th/1d35th/1d4+14th) Stone Tell Personal VSD_ 10 min Di_ 1 min/lev PHB284 1 round/lev (D) Summon Nature's Ally VI 1 round Close <u>Co</u> <u>VSD</u> PHB289 Transport via Plants 1 round N Move from one plant to another 1 act Unlimit. PHB295 Co VS Wall of Stone [Earth] Medium Instantaneous Special N Creates a stone wall that can be shaped 1 act Co VSD PHB299

Druid Spells SAVE PREP. SCROLL SPELL NAME Sch. Comp. Cast Time Range DURATION SR **E**FFECT 7th-Level Spells Spells: ___ + ___ = ____ Save DC: _ Special -1 hour/lev (D) -1 act
1 round
10 minClose
Touch
2 milesSpecial
1 hour/lev
4d12 hrs Animate Plants N One or more plants animate and fight N Your staff becomes a treant on command Changestaff Tr VSF PHB208 Control Weather N Changes weather in local area Tr___VS__ PHB214 Creeping Doom N Swarms of centipedes attack at your command PHB215 1 min/lev <u>Co</u> <u>VS</u> 1 round Close Instantaneous Will 1/2 | Y | Cures 2d8 damage +1/lev for many creatures | PHB.216 |
Y	Deals 1d6 fire damage /level	PHB.251			
Y	Cures 10 damage/lev, disease and conditions	PHB.259			
Y	As scrying, but faster and longer	PHB.275			
N	Calls animals (17th/1d5 6th/1d4+15th)	PHB.289			
Y	PHB.280	PHB.280	PHB.280		
Y	PHB.280	PHB.280	PHB.280	PHB.280	
Y	PHB.280	PHB.280	PHB.280	PHB.280	PHB.280
Y	PHB.280	PHB. Cure Moderate Wounds, Mass <u>Co</u> <u>VS</u> 1 act Close [Fire] Ev VS 1 round Medium Instantaneous Ref 1/2 Fire Storm Instantaneous Will n. Heal Touch <u>Co</u> <u>VS</u> 1 act Scrying, Greater 1 hour/lev Will n. Di__VS__ 1 act <u>Special</u> Summon Nature's Ally VII 1 round/lev (D)-Close <u>Co</u> <u>VSD</u> 1 round <u>Sunbeam</u> [Light] Ev VSD Y Beam blinds and deals 4d6 damage			
Y Metal within 40 ft becomes wood 60 ft 1 round/lev Special 1 act PHB289 Transmute Metal to Wood VSD <u> 1 act</u> <u>Long</u> <u>Instantaneous</u> PHB294 Will n. True Seeing Y_ Lets you see all things as they really are Touch Di__VSM 1 act 1 min/lev PHB296 Upsurge Wind Walk 1 hour/lev 1 hour/lev For part. Y Supernatural creat is overloaded with energy VRA55 hour/lev (D) -/Will n. Sp. You and allies turn vaporous and travel fast PHB502 <u>Tr___VSM_</u> 10 min Unlimit. [Air] Tr VSD Touch_ 1 act 8th-Level Spells Spells: ___ + ___ = ____ Save DC: __ Close 1 hour/lev (D) - Y One ally/lev polymorphs into chosen animal PHB198
Close 1 min/lev Will n. N Control actions of one or more plant creat. PHB215
Close Instantaneous Will 1/2 Y Cures 548 damage +1/lev for many creatures PHB216
Long 1 round Special N Intense tremor shakes 5-ft/lev radius PHB226 Animal Shapes _____ Tr__ VSD_ Control Plants Tr___VSD_ <u>1 act</u> Cure Serious Wounds, Mass 1 act Co VS Earthquake [Earth] Ev VSD <u>1 act</u> Instantaneous For part. Y Kills one subject
1 round/lev (D) – N Pushes away metal and stone Close 60 ft Finger of Death [Death] Ne VS 1 act PHB230 Repel Metal or Stone [Earth] Ab VS <u> 1 act</u> PHB271 Reverse Gravity Medium 1 round/lev (D)-N Objects and creatures fall upward Tr__VSD_ 1 act Summon Nature's Ally VIII Co VSD 1 round Close <u> 1 round/lev (D) - </u> N Calls animals (18th/1d37th/1d4+16th) PHB289 Instantaneous Ref part. Y Blinds all in 10 ft, deals 6d6 damage

1 round/lev (D) Ref n. Y Cyclone deals damage and picks up creatures Long Sunburst [Light] Ev VSD 1 act PHB289 Whirlwind [Air] Ev VSD 1 act Long PHB301 Unlimit. Instantaneous -/Will n. Sp. Teleports you back to designated place Word of Recall Co V 1 act PHB303 9th-Level Spells Spells: ___ + __ = ____ Save DC: [Mind-Affecting] En VSD 1 hour Close 2 hours/lev (D)Will part. Y Object or location repels certain creatures | Touch | Touch | Touch | Instantaneous | For n. | Y | Limbs grow back, cures 4d8 damage +1/lev | PHB270 | PHB2 Cure Critical Wounds, Mass Elemental Swarm <u>Co VS</u> <u>Co</u> <u>VS</u> 1 act 3 rds Foresiaht Di__VSD_ Y Limbs grow back, cures 4d8 damage +1/lev PHB27C

N Summons 1d4+2 shambling mounds to fight PHB277 Regenerate Co VSD Shambler <u>Co</u> <u>VS</u> 1 act N Change into any creature, change once/round PHB277 Shapechange Tr__VSF_ 1 act 1 round Long 1 round Close Storm of Vengeance <u>Co VS</u> Summon Nature's Ally IX <u>Co</u> <u>VSD</u> PHB289 Sympathy 1 hour [Mind-Affecting] En VSM Y Object or location attracts certain creatures PHB292

Paladin Spells									
Prep. Scroll Spell Name	S cн.	Сомр.	CAST TIME	RANGE	DURATION	SAVE	SR	Effect	
1st-Level Spells			Spells:			ve DC:			
rat menet hinesta			obelis:		54	ve DC:	-		
Bless [Mind-Affecting]			<u>1 act</u>	50 ft	1 min/lev	-	<u>Y</u> _	Allies gain +1 to attacks and saves vs. fear	PHB205
Bless Water [Good] Bless Weapon	Tr_ Tr_		<u>1 min</u> 1 act	Touch Touch	Instantaneous 1 min/lev	<u>VVIII n.</u>	$\frac{1}{N}$	Makes holy water Weapon strikes true against evil foes	PHB205 PHB205
Create Water [Water]		VS	1 act	Close	Instantaneous		N	Creates 2 gallons of pure water per level	PHB215
Cure Light Wounds	Co		1 act	Touch	Instantaneous		Y	Cures 1d8 damage +1/level (max +5)	PHB215
Detect Poison	<u>Di</u> _		1 act	Close	Instantaneous		Ϋ́	Detects poison in one creature or object	PHB219
Detect Undead	<u>Di</u> _		1 act	60 H	1 min/lev (D) 1 min		$\frac{N}{N}$	Reveals undead within 60 ft	PHB220
<u>Divine Favor</u> Endure Elements	<u>Ev</u> <u>Ab</u>		<u>1 act</u> 1 act	Personal Touch	24 hrs	Will n.	$\frac{\wedge}{\dot{\Lambda}}$	You gain +1 to hit and damage per 3 levels Exist comfortably in hot/cold environment	PHB224 PHB226
Epiphany [Good, Mind-Affecting]			1 act	Close	10 min	Will n.	Ϋ́-	Recipient gets +4 vs. Horror Checks	VRA34
Magic Weapon	Tr_		1 act	Touch	1 min/lev	Will n.	Y	Weapon gains +1 bonus	PHB251
Protection from Chaos [Lawfull]		<u>VSD_</u>	<u>1 act</u>	<u>Touch</u>	1 min/lev (D)	Will n.	Й	+2 AC and saves vs. chaos; no mind control	PHB266
Protection from Evil [Good]			<u>1 act</u>	Touch_	1 min/lev (D)	Will n.	Ϋ́	+2 AC and saves vs. evil; no mind control	PHB266
Read Magic			1 act	Personal	10 min/lev	Will n.	$\frac{\wedge}{N}$	Read scrolls and spellbooks	PHB269
Restoration, Lesser		VSD_ VS	1 act	Touch Touch	1 min Instantaneous		\(\frac{\lambda}{1} - \)	Subject gains +1 on saving throws Repairs 1d4 ability damage	PHB272 PHB272
Virtue	Tr		1 act	Touch	1 min	For n.	Ϋ́-	Subject gains 1 temporary hp	PHB298
2nd-Level Spells			Spells: _	+ :	= Sa	ve DC:	_		
Anesthesia [Mind-Affecting]			<u>1 act</u>		5 min/lev	Will n.	Y-	Subject is immune to pain	VRA33
Bull's Strength Delay Poison	<u> Tr_</u>		<u>1 act</u> 1 act	Touch Touch	1 min/lev 1 hour/lev	Will n. For n.	<u>Y</u> -	Subject gains +4 Str for 1 min/lev Stops poison from harming subject for 1 hr/le	PHB207
Eagle's Splendor	<u> </u>	VSD VSD	1 act	Touch	1 min/lev	Will n.	\ <u>\</u> -	Subject gains +4 Cha for 1 min/lev	PHB225
Owl's Wisdom	Tr_		1 act	Touch	1 min/lev	Will n.	Ϋ́-	Subject gains +4 Wis for 1 min/lev	PHB259
Protection from Curses	ΑЬ		1 min	Touch	1 day/lev	Will n.	N	Target has +4 to ST against curses	VRA36
Reflect Pain [Mind-Affecting]	<u>En</u>		1 act	<u>Touch</u>	1 round/lev	Will n.	<u>Y</u> _	Reflects back the pain	VRA36
Remove Paralysis	<u>Co</u>		1 act	Close	Instantaneous	Will n.	<u>Y</u> _	Frees 1 or more creatures from paralysis/slow	
Resist Energy Shield Other		VSD_	1 act	Touch_	10 min/lev 1 hour/lev (D)	For n. Will n.	<u>Y</u> -	Ignores 10+ damage/attack from one energy	
Undetectable Alignment	<u>Ab</u>	VSF_ VS_	<u>1 act</u> 1 act	Close Close	24 hours	Will n.	$\frac{1}{}$	You take half of subject's damage Conceals alignment for 24 hrs	PHB278 PHB297
Zone of Truth [Mind-Affecting]		VSD	1 act	Close	1 min/lev	Will n.	Ϋ́-	Subjects within range cannot lie	PHB3O3
								<u> </u>	
3rd-Level Spells			Spells: _	- + :	= Sa	ve DC:	_		
Augles Cuilt	_					va <i>t</i> :H	V	= (()), (), ()	100 4 = 1
Awaken Guilt [Mind-Affecting] Cure Moderate Wounds			1 act	Touch	Special Instantaneous	Will n. Will 1/2	<u>Y</u> −	Target falls into Mental Shock for 1d6 min	VRA26
Cure Moderate vyoungs Daylight (Light)	<u>Co</u>	VS	<u>1 act</u> 1 act	Touch Touch	Instantaneous 10 min/lev (D)		<u>1</u>	Cures 2d8 damage +1/lev (max +10) 60-ft radius of bright light	PHB216 PHB216
Discern Lies	Di_		1 act	Close	Up to 1 rd/lev		N	Reveals deliberate falsehoods	PHB221
Dispel Madic	<u>Ab</u>		1 act	Medium	Instantaneous		N	Cancels spells and magical effects	PHB223
Heal Mount		VS_	1 act	Touch	Instantaneous		Y	As heal on warhorse or special mount	PHB239
Magic Circle against Chaos [Lawful]	<u>Ab</u>	VSD_	1 act	Touch	10 min/lev	Will n.	И	+2 AC and saves in a 10-ft radius	PHB249
Magic Circle against Evil [Good]		VSD_	1 act	Touch_	10 min/lev	Will n.	$\frac{\lambda}{N}$	+2 AC and saves in a 10-ft radius	PHB249
<u>Magic Weapon, Greater</u> Prayer <i>[Mind-Affecting]</i>	Tr_		1 act	Close 40 ft	1 hour/lev 1 round/lev	WIII n.	<u>Y</u> -	+1 bonus/4 levels (max +5) Allies gain +1 on most rolls, enemies -1	PHB251
Remove Blindness/Deafness			<u>1 act</u> 1 act	Touch_	Instantaneous	For n.	\ \	Cures normal or magical conditions	PHB264 PHB270
Remove Curse	<u>Co</u>		1 act	Touch	Instantaneous	Will n.	Ϋ́-	Frees object or person from curse	PHB270
Shackle [Force]			1 act	Close	1 min/lev (D)		Y	Ray paralyzes target	VRA32
									

Paladin Spells SCH. COMP. CAST TIME RANGE PREP. SCROLL SPELL NAME DURATION SAVE SR EFFECT 4th-Level Spells Spells: ___ + ___ = ____ Save DC: _ $\begin{array}{c|cccc} \underline{1 \; min} & \underline{Close} & \underline{Instantaneous} & \underline{Special} \\ \underline{1 \; act} & \underline{Touch} & \underline{Instantaneous} & \underline{Will} \; 1/2 \\ \underline{1 \; act} & \underline{Touch} & \underline{1 \; min/ley} & \underline{Will} \; n. \end{array}$ N Frees subject from enchantments
Y Cures 5d8 damage +1/lev (max +15)
Y Grants immunity to death spells and effects Break Enchantment <u>Ab VS</u> PHB207 Cure Serious Wounds Death Ward <u>Co</u> <u>VS</u> PHB216 Ne VSD 1 act PHB217 Touch Touch Dispel Chaos Dispel Evil Feast of Oblivion [Lawful] 1 act 1 act 1 round/lev 1 round/lev 5p. +4 bonus against attacks by chaotic creatures
 5p. +4 bonus against attacks by evil creatures
 N Infuses the caster with light and goodness PHB222 Ab VSD Special PHB222 Ab VSD Special [Good] Ab VSM 10 min Personal 1 month/lev Special VRA34 1 act Touch
10 min Touch
1 act Touch
1 act Touch
3 rds Touch
1 min Touch Holy Sword Mark of Justice 1 round/lev [Good] N Weapon becomes +5, +2d6 damage vs. evil PHB242 Ev_VS_ Permanent Ne VSD Action will trigger curse on subject PHB252 Will n. Neutralize Poison 10 min/lev Y Detoxifies venom in or on subject <u>Co</u> <u>VSD</u> PHB257 Restoration Shoulder Burden Will n. Y Restores level and ability scores drain
Y Transfers a curse from target to caster Instantaneous <u>Co</u> <u>VSM</u> PHB272 Special Co VSD VRA37

Kanger Pou	vers		
Casting Level: <u>L</u>	ev/2	Track: Endurance: Animal Companion:	Favored Enemies Bonus: + Bonus: +
Wild Empathy:	<u>Lev</u> + <u>CHA</u> + =	Woodland Stride: Swift Tracker:	Bonus: + Bonus: +
Combat Style:	☐ Archery☐ Two-Weapon Combat	Evasion: Camouflage:	Bonus: +
		Hide in Plain Sight:	Bonus to Bluff, Listem, Sense Motive, Spot, Survival and damage rolls

Ranger Spells									
PREP. SCROLL SPELL NAME	Sch	. Сомр.	CAST TIME	RANGE	DURATION	SAVE	SR	EFFECT	
1st-Level Spells			Spells: _	+ :	= Sa	ve DC:	_		
Alarm	<u>Ab</u>		1 act	Close	2 hrs/lev (D)		Ñ	Wards an area for 2 hrs/lev	PH B197
Calm Animals [Mind-content of the content of the co	Hecting En Hecting En Co Di Di Di Ab	VSD VS	1 act 1 act	Close Close Close Close Close Close 60 ft Touch Long Touch Close Touch Touch Close Touch Personal Touch Touch Touch	1 day/lev 1 min/lev 1 hour/lev 1 hour/lev 10 min/lev (D) Instantaneous 10 min/lev (D) 24 hours 1 min/lev (D) 10 min/lev (D) 1 hour/lev 1 min/lev (D) 1 hour/lev 1 min/lev (D) 1 hour/lev (D) 1 min/lev (D) 1 min/lev 1 hour/lev (D) 1 min/lev 1 hour/lev (D) 1 min/lev 1 hour/lev (D) 10 min/lev 10 min/lev	- Will n. Ref part.	Y	Sends a Tiny animal to a specific place Calms 2d4 HD + 1 HD/lev of animals Makes one animal your friend Stops poison from harming subject for 1 hr/lev Petects kinds of animals or plants Detects poison in one creature or object Reveals natural or primitive traps Exist comfortably in hot/cold environment Plants entangle everyone in 40-ft rad, circle Animals can't perceive one subject/lev The caster becomes attuned to a creature Victim does anything to consume liquid Subject gets bonus on Jump checks Increases your speed One natural weapon gets +1 to hit and damage One subject/level leaves no tracks Read scrolls and spellbooks Ignores 10+ damage/attack from one energy	PHB218 PHB219 PHB220 PHB226 PHB227 PHB241 VRA25 VRA29 PHB246 PHB249 PHB250 PHB259 PHB269
Speak with Animals Summon Nature's Ally I 2nd-Level Spells	<u>Di</u> <u>Co</u>	VSD	1 act	Personal Close	1 min/lev 1 round/lev (D			You can communicate with animals Calls animals to fight for you (11st-level)	PHB281 PHB288
Barkskin Bear's Endurance Cat's Grace Cure Light Wounds Hold Animal (Mind-) Owl's Wisdom Protection from Energy Rheumatism Snare Speak with Plants Spike Growth Summon Nature's Ally II Wind Wall	Co Hecting1 En Tr Ab Tr Tr Di Tr	VSM VS VS VS VSD VSD VSD VSD VSD VSD VSD VS	1 act 1 act	Touch	1 min/lev 10 min/lev 2 round/lev Until triggered 1 min/lev 1 hours/lev (D) 1 round/lev (D)	Will n. For n. For n Ref part.	Y Y Y Y Y Y N N Y N	Grants +2 or higher to natural armor Subject gains +4 Con for 1 min/lev Subject gains +4 Dex for 1 min/lev Cures 1d8 damage +1 per level (max +5) Paralyzes one animal for 1 round/level Subject gains +4 Wis for 1 min/lev Absorbs 12 dmg/lev from one kind of energy Ray fuses bones into arthritic mounds Creates a magical booby trap You can talk to plants and plant creatures Creatures in area take 1d4 damage, slow Calls animals to fight (12nd or 1d3 1st level) Deflects arrows, smaller creatures, and gases	PH8205 PH8205 PH8208 PH8215 PH8241 PH8259 PH8266 VYRA52 PH8280 PH8282 PH8285 PH8288 PH8302

Ranger Spells Sch. Comp. Cast Time Range SAVE EFFECT PREP. SCROLL SPELL NAME DURATION SR 3rd-Level Spells Save DC: Spells: ___ + ___ = ___ Command Plants Cure Moderate Wounds Close Touch Will n.
 Y
 Sway the actions of 1 or more plant creatures
 PHB211

 Y
 Cures 2d8 damage +1 per level (max +10)
 PHB216

 Y
 See 60 ft in total darkness
 PHB216
 <u>1 act</u> 1 act 1 day/lev <u>Tr___ V</u> Instantaneous Co VS Touch 1 hour/lev Darkvision <u>Tr___VSM_</u> 1 act Diminish Plants Instantaneous Tr__VSD_ 1 act Special N Reduces size or blights growth of norm. plants PHB221 Y Inat weap +1 to hit/dmg per 4 lev (max +5) PHB250
Y Detoxifies venom in or on subject PHB257
N Grows vegetation and improves crops PHB262 Magic Fang, Greater Neutralize Poison 1 hour/lev Tr___VSD_ act <u>Close</u> Touch Will n. 10 min/lev <u>Co</u> <u>VSD</u> 1 act Instantaneous -1 hour/lev (D) -Plant Growth act <u>Special</u> Tr__VSD_ Reduce Animal N Shrinks one willing animal PHB269 Tr__VS__ <u> 1 act</u> Touch Instantaneous For n. Remove Disease Touch Y Cures all diseases affecting subject Co VS 1 act PHB271 10 ft 10 min/lev (D) -/Will n.
Close 1 round/lev (D) Personal 1 hour/lev (D) -
 Y
 Insects and vermin stay 10 ft away
 PHB271

 N
 Calls animals to fight (13rd/1d3 2nd/1d4+11st) PHB288
 <u>Repel Vermin</u> Ab VSD <u> 1 act</u> Summon Nature's Ally III Co VSD 1 round N You look exactly like a tree for 1 hr/lev Tree Shape Tr__VSD_ 1 act PHB296 10 min/lev (D) Will n. [Water] Tr VSD Water Walk <u>1 act</u> <u>Touch</u> Y Subject treads on water as if solid PHB300 4th-Level Spells Spells: ___ + ___ = __ Save DC: _ Will n. Y Subject is immune to pain

For n. Y One animal/2 lev doubles in size

N Learn about terrain for 1 mile/lev [Mind-Affecting] En VSM Medium 5 min/lev Medium 1 min/lev <u>Anesthesia</u> <u>1 act</u> VRA33 Animal Growth Tr__VS__ <u> 1 act </u> PHB198 Commune with Nature Di__VS__ 10 min Personal Instantaneous PHB211 Will 1/2 Cure Serious Wounds 1 act Touch Instantaneous Y Cures 3d8 damage +1/lev (max +15) Co VS PHB216 Touch Freedom of Movement Ab VSMD 10 min/lev Will n.___ Y Subject moves normally despite impediments PHB233 1 act Touch Touch 1 hour/3 lev 1 hour/lev For n. Will n. Y Forces a target lycanthrope to transform
Y Hides subject from divination and scrying
N Calls animals (14th/1d33rd/1d4+12nd) Induce Lycanthropy Tr__VSM_ act VRA24 Nondetection Ab VSM act Hides subject from divination and scrying PHB257 Summon Nature's Ally IV 1 round/lev (D) 1 round Close Co VSD PHB288 Y Forces a target lycanthrope to transform
N Step from one tree to another far away Suppress Lycanthropy Tr__VSM_ 1 act <u>Touch</u> 1 hour/3 lev For n. VRA37 Personal 1 hour/lev Tree Stride Tr__VSD_ 1 act PHB296

Mizard Schools of	f Magic -				
Access to Schools:	□Abjuration □Conjuration	☑Divination □Enchantment	□Evocation □Illusion	□ Necromancy □ Transmutation	☑ Universal
Specialization School:	-				

Sorci Kn. Prep.	erer/Mizard (Spells Spell Name	Scu	COMP	Cast Time	RANGE	Duration	Save	SR	Effect	
	o-Level Spells	Spells: +						ve DC:		Max. known:	
	Acid Splash Arcane Mark Dancing Lights Daze Detect Magic Detect Poison Disrupt Undead Flare Ghost Sound Light Mage Hand Mending Message Open/Close Prestidigitation Ray of Frost Read Magic Resistance Touch of Fatig	[Mind-Affecting] d [Light] (Light] (Language-Dependent)	Un Ev En Di Ne Ev II Ev Tr Tr Tr Un	VS V	1 act 1 act	Close Oft Medium Close 60 ft Close Close Close Close Touch Close 10 ft Medium Close 10 ft Medium Close Touch Touch Touch Touch	Instantaneous Permanent 1 min (D) 1 round 1 min/lev (D) Instantaneous Instantaneous Instantaneous I round/lev (D) Concentration Instantaneous 10 min/lev Instantaneous 10 min/lev Instantaneous 1 hour Instantaneous 10 min/lev I min I round/lev		N	Orb deals 1d5 acid damage Inscribe a personal rune (visible or invisible) Creates torches or other lights Humanoid creat, up to 4 HD loses next actio Detect spells and magic items within 6O ft Detects poison in one creature or small obje Deals 1d6 damage to one undead Dazzles one creature (-1 to attack rolls) Figments sound Object shines like a torch 5-pound telekinesis Makes minor repairs on an object Whispered conversation at distance Opens or closes small or light things Performs minor tricks Ray deals 1d5 cold damage Read scrolls and spellbooks Subject gains *1 on saving throws Touch attack fatigues target	PHB216 on PHB217 PHB219

Sori	cerer/Mizard Spells ———									
Kn. Pre	P. SCROLL SPELL NAME	Sch.	Сомр.	CAST TIME	RANGE	Duration	SAVE	SR	EFFECT	
	1st-Level Spells Spells: +	=	_ '	Cast: □[□□□□ Sav	ve DC:	_	Max. known: □□□□□	
	Alarm	ΑЬ	VSF	1 act	Close	2 hours/lev (D))_	N	Wards an area, for 2 hours/lev	PHB197
15-	Animate Rope		VS	1 act	Medium		/ 	N-	Makes a rope move at your command	PHB199
15-	Burning Hands (Fire)			1 act	15 ft	Instantaneous	Ref 1/2	Ÿ.	1d4 fire damage/lev (max 5d4)	PHB207
1 =	Cause Fear [Fear, Mind-Affecting]		VS	1 act	Close	Special	Will part.	Ϋ́	One creat, with less than 6 HD flees	PHB208
	Charm Person [Mind-Affecting]		VS	1 act	Close	1 hour/lev	Will n.	Ϋ́	Makes one person your friend	PHB209
	Chill Touch		VS	1 act	Touch	Instantaneous	Special	Y	1 touch/lev deals 1d6 damage and possibly 1 St	tr PHB209
	Color Spray [Mind-Affecting]		VSM	1 act	15 ft	Instantaneous	Will n.	Y	Knocks unconscious, blinds or stun 1d6 creat	
	Comprehend Languages		VSM	1 act	Personal	10 min/lev		N	Understand all spoken and written languages	PHB212
	Detect Secret Doors	Di_	VS	1 act	60 ft	1 min/lev (D)		N	Reveals hidden doors within 60 ft	PHB220
	Detect Undead	Di_	VSM	1 act	60 ft	1 min/lev (D)		N	Reveaks undead within 60 ft	PHB220
	Disguise Self	11_	VS_	<u> 1 act</u>	Personal	10 min/lev (D)		\overline{N}	Changes your appearance	PHB222
	Endure Elements	<u> </u>	VS_	<u> 1 act </u>	Touch_	24 hrs	Will n	<u>Y</u> _	Exist comfortably in hot/cold environment	PHB226
	Enlarge Person	<u>Tr_</u>	VSM	1 round	Close	1 min/lev (D)	For n.	<u>Y</u> _	Humanoid creature doubles in size	PHB226
	Erase		VS_	<u> 1 act </u>	Close	Instantaneous	Special	\overline{N}	Mundane or magical writing vanishes	PHB227
	Expeditious Retreat		VS_	<u>1 act</u>	Personal	1 min/lev (D)		\overline{N}	Your speed increases by 30 ft	PHB228
□	Feather Fall		<u>V</u>	Swift_	Close	1 round/lev	Will n.	<u>Y</u> _	Objects or creatures fall slowly	PHB229
│	Grease		<u>VSM</u>	1 act	Close	1 round/lev (D)) <u>Special</u>	\overline{N}	Makes 10-ft square or 1 object slippery	PHB237
│ □	Hold Portal		<u>V</u>	1 act	Medium	1 min/lev (D)		N	Holds door shut	PHB241
	Hypnotism [Mind-Affecting]		VS_	1 round	Close	2d4 rounds (D.) <u>Will n. </u>	<u>Y</u> _	Fascinates 2d4 HD of creatures	PHB242
1 🛭 🗀	Identify		VSM	1 hour	Touch	Instantaneous	- 147:II	$\frac{7}{N}$	Determines properties of magic item	PHB243
1 🛭	<u>Insatiable Thirst</u> [Mind-Affecting]		VS_	1 act	Close	1 round/lev	Will n.	<u>Y</u> _	Victim does anything to consume liquid	VRA29
	Jump		<u>VSM</u>	1 act	Touch_	1 min/lev (D)	Will n. Will n.	- Y	Subject gets bonus on Jump checks	PHB246
	Mage Armor [Force] Magic Missile [Force]		VSF_	<u>1 act</u> 1 act	Touch Medium	1 hour/lev (D) Instantaneous	VVIII n.	$\frac{\wedge}{N}$	Gives subject +4 armor bonus	PHB249
	Magic Missile [Force] Madic Weapon		VS VS	1 act	Touch	1 min/lev	Will n.	<u>^</u> -	144+1 dmg missile, 1/2 lev. above 1st (max 5) Weapon gains +1 bonus	
1	Mount		VSM	1 round	Close	2 hours/lev	<u>V Y I I I I) </u>	<u>N</u>	Summons riding horse for 2 hours/lev	PHB251 PHB256
	Nystul's Madic Aura		VSF	1 act	Touch	1 day/lev (D)	-	N	Alters object's magic aura	PHB257
1 = -	Obscuring Mist		VS	1 act	20 ft	1 min/lev		N	Fog surrounds you	PHB258
1 =	Protection from Chaos (Lawful)		VSM	1 act	Touch	1 min/lev (D)	Will n.	Ň	+2 AC and saves, counters mind control	PHB266
1 = -	Protection from Evil [Good]		VSM	1 act	Touch	1 min/lev (D)	Will n.	Ň	+2 AC and saves, counters mind control	PHB266
1 =	Protection from Good (Evil)		VSM	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves, counters mind control	PHB266
15-	Protection from Law (Chaotic)		VSM	1 act	Touch	1 min/lev (D)	Will n.	Ň	+2 AC and saves, counters mind control	PHB266
1 =	Ray of Enfeeblement		VS	1 act	Close	2 min/lev	_	Ϋ́	Ray deals 1d6 +1/2 lev Str damage	PHB269
	Ray of Fatique		VS	1 act	Close	1 round/lev	For n.	Y	Victim is fatiqued	VRA31
	Reduce Person		VSM	1 round	Close	1 min/lev (D)	For n.	Ϋ́	Humanoid creature halves in size	PHB269
	Shield [Force]		VS	1 act	Personal	1 min/lev (D)		\overline{N}	Gives +4 AC, blocks magic missiles	PHB278
	Shocking Grasp <i>[Electricity]</i>	<u>Ev</u>	VS_	1 act	Touch	Instantaneous		<u>Y</u> _	Touch deals 1d6/levelectricity (max 5d6)	PHB279
	Silent Image	11_	VSF_	1 act	Long	Concentration		\overline{N}	Creates minor illusion of your design	PHB279
	Sleep[Mind-Affecting]	<u>En</u>	VSM	1 round	Medium	1 min/lev	Will n	<u>Y</u> _	Put 4 HD of creatures into magical slumber	PHB280
	Summon Monster I		VSF_	1 round	<u>Close</u>	1 round/lev (D))	\overline{N}	Calls extraplanar creature to fight (1 1st-lev)	PHB285
│	Tenser's Floating Disk <i>[Force]</i>		<u>VSM</u>	1 act	Close	1 hour/lev		Ν	3-ft diam. disk that holds 100 lbs/lev	PHB294
	True Strike		VF_	1 act	Personal	Special		Ϋ́	+20 on your next attack roll	PHB296
	Unseen Servant		<u>VSM</u>	1 act	Close	1 hour/lev		Ϋ́	Invisible force obeys your commands	PHB297
	Ventriloquism	11_	VF_	<u>1 act</u>	<u>Close</u>	1 min/lev (D)	VVIII dis.	\overline{N}	Throws voice for 1 min/lev	PHB298
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	SCROLL SPELL NAME	Sch.	COMP.	CAST TIME	RANGE	DURATION	SAVE	SR	EFFECT	
7	2nd-Level Spells Spells: +	=	'	Cast: □□		□□□□ Sa	ve DC:	_	Max. known:	
<u> </u>	Alter Self	<u>Tr_</u>	<u>vs</u> _	1 act		10 min/lev (D)		И	Assume form of a similar creature	PHB19
]	Arcane Lock	<u>АЬ</u>	VSM	<u>1 act</u>	Touch_	Permanent	- 14 (:11	$\frac{\Omega}{M}$	Magically locks a portal or chest	PHB20
]	Bear's Endurance	<u>Tr_</u>	VS_	<u>1 act</u>	Touch_	1 min/lev	Will n.	<u>Y</u> _	Subject gains +4 Con for 1 min/lev	PHB2
]]	Blindness/Deafness Blur	<u>Ne</u>	<u>V</u>	<u>1 act</u> 1 act	<u>Medium</u> Touch	Permanent (D) 1 min/lev (D)	Will n.	<u>√</u> -	Makes subject blinded or deafened	PHB2
,]	Borrowed Time, Lesser	. !	V	3 days	Personal	Special	VYIII Ŋ.	1/1	Attacks miss subject 20% of the time You return as a 2nd-rank ancient dead	PHB2 RPHI
,]	Bull's Strength	. <u>Ne</u> Tr	VSM	1 act	Touch	1 min/lev	Will n.	^	Subject gains +4 Str for 1 min/lev	PHB2
j :	Cat's Grace	<u>''</u> _ Tr_	VSM	1 act	Touch	1 min/lev	Will n.	\ <u>\</u> -	Subject gains +4 Dex for 1 min/lev	PHB2
i :	Command Undead	<u> Не</u>	VSM	1 act	Close	1 day/lev	Will n.	Ϋ́	Undead creature obeys your commands	PHB:
i :	Continual Flame (Light)		VSM	1 act	Touch	Permanent	-	Ň	Makes a permanent, heatless torch	PHB.
j :	Darkness (Darkness)		VM	1 act	Touch	10 min/lev (D)) _	N	20-ft radius of supernatural shadow	PHB.
]	Darkvision	Tr	VSM	1 act	Touch	1 hour/lev			See 60 ft in total darkness	PHB
] :	Daze Monster [Mind-Affecting]	En_	VSM	1 act	Medium	1 round	Will n.	<u>Y</u> _	Living creature up to 6 HD loses next action	PHB.
	Detect Thoughts [Mind-Affecting]	Di_	VSF	1 act	60 ft	1 min/lev (D)	Will n.	N	Allows "listening" to surface thoughts	PHB.
	Eagle's Splendor	Tr	VSM	1 act	Touch	1 min/lev	Will n.	<u>Y</u> _	Subject gains +4 Cha for 1 min/lev	PHB
	False Life	<u>N e</u>	VSM	1 act	Personal	1 hour/lev		<u>Y</u> _	Subject gains 1d10+1/lev (max. +10) temp. hp	PHB
	Flaming Sphere	<u>Ev</u>	VSM	<u> 1 act </u>	<u>Medium</u>	1 round/lev	<u>Ref n.</u>	<u>Y</u> _	Rolling ball of fire, 246 dmg, lasts 1 round/lev	PHB
	Fog Cloud	<u>Co</u>	<u>VS</u>	<u>1 act</u>		10 min/lev		\overline{N}	Fog obscures vision	PHB
	Fox's Cunning	<u>Tr_</u>	<u>VSM</u>	<u>1 act</u>	<u>Touch</u>	1 min/lev	Will n.	<u>Y</u> _	Subject gains +4 Int for 1 min/lev	PHE
	Ghoul Touch	<u>N e</u>	VSM	1 act	Touch_	1d6+2 rounds	For n.	¥.	Paralyzes one subject, who exudes stench	PHE
	Glitterdust	<u>Co</u>	VSM	<u>1 act</u>		1 round/lev	Will n.	$\frac{\Omega}{M}$	Blinds creatures, outlines invisible creatures	PHE
	Gust of Wind (Air)		VS_	<u>1 act</u>	60 ft	1 round	For n.	<u>Y</u> _	Blows away or knocks down smaller creatures	PHE
	Hypnotic Pattern [Mind-Affecting]		<u>sm</u>	<u>1 act</u>	Medium	Conc.+2 rds	<u>Will n.</u>	<u>Y</u> _	Fascinates 2d4+1 HD/lev of creatures	PHI
	Insight	<u>Di</u> _	<u>VM_</u>	1 round		1 round/lev (D		$\frac{?}{1/7}$	Gives +10 to Spot and Search checks	VR/
	Invisibility	. <u>!</u>	<u>VSM</u>	1 act	Touch	1 min/lev (D)	Will n.	$\frac{Y}{1}$	Subject invisible for 1 min/lev or until attacks	
	Knock Leomund's Trap		<u>V</u>	1 act	Medium Touch	Instantaneous Permanent (D)		11	Opens locked or magically sealed doors Makes item seem trapped	PHI
	Levitate	<u> </u>	VSM	<u>1 act</u> 1 act	Close	1 min/lev (D)		N	Subject moves up and down at your direction	PHE
	Locate Object	Tr_ Di_	VSF_ VSF_	1 act	Long	1 min/lev		<u>N</u>	Senses direction towards object	PHE PHE
	Magic Mouth	. <u>P'</u>	VSM	1 act	Close	Until discharg.	Will n	\	Speaks once when triggered	PHE
	Melf's Acid Arrow (Acid)		VSMF	1 act	Long	1 r. + 1 r./3 lev		Ν̈́	Ranged touch attack, 2d4 for 1 round +1/3 lev	
	Minor Image	. <u>20</u>	VSF	1 act	Long	Conc.+2 rds	Will dis.	N	Creates visual and sound minor illusion	PHI
	Mirror Image	il -	VS	1 act	Personal	1 min/lev (D)	-	N	Creates 1d4+1/3 lev decoys of you (max 8)	PHI
	Misdirection	1	VS	1 act	Close	1 hour/lev	-/Will n.	\overline{N}	Misleads divinations for a creature or object	PHI
	Obscure Object	AЬ	VSM	1 act	Touch	8 hours (D)	Will n.	Ϋ	Masks object against scrying	PHE
	Owl's Wisdom	Tr	VSM	1 act	Touch	1 min/lev	Will n.	<u>Y</u> _	Subject gains +4 Wis for 1 min/lev	PHI
	Protection from Arrows	<u>Ab</u>	VSF_	<u> 1 act</u>	Touch	1 hour/lev	Will n.	<u>Y</u> _	Subject immune to most ranged attacks	PH
	Protection from Curses	<u>Ab</u>	<u>VSM</u>	<u>1 min</u>	<u>Touch</u>	1 day/lev	Will n.	\overline{N}	Target has +4 to ST against curses	VR/
	Pyrotechnics	<u>Tr_</u>	<u>VSM</u>	<u>1 act</u>	Long	Special	<u>Special</u>	<u>Sp</u> .	Turns fire into blinding light or smoke	PH
	Resist Energy	<u>Ab</u>	<u>VS</u>	<u>1 act</u>	Touch_	10 min/lev	For n.	<u>Y</u> _	Ignores 10+ damage/attack from one energy	PHI
	Rheumatism	Tr_	VSF_	1 act		2 round/lev	For n.	¥.	Ray fuses bones into arthritic mounds	VR,
	Rope Trick	<u>Tr_</u>	VSM	<u>1 act</u>	Touch_	1 hour/lev (D)	- 14 (:11 ($\frac{\Omega}{\Omega}$	Up to 8 creat. hide in extradimensional space	
	Scare [Fear, Mind-Affecting]		<u>VSM</u>	<u>1 act</u>	Medium	Special	Will part.	<u>Y</u> -	Panics creatures of less than 6 HD	PHI
	Scorching Ray (Fire)		VS_	1 act	Close	Instantaneous		$-\frac{Y}{4}$	Ray deals 4d6 damage, +1 ray/4 lev (max 3)	PHI
	See Invisibility	<u>Di</u> _	VSM	1 act		10 min/lev (D)	Special	<u>^</u>	Reveals invisible creatures or objects	PHE
	Shatter [Sonic, Mind-Affecting,		<u>VSM</u>	<u>1 act</u> 1 act	Close 90 ft.	Instantaneous Concentr. (D)	Will n	- -	Sonic vibration damages objects or creatures	PHE
	Spectral Hand		V			2 min/lev (D)	<u>V V I I I I) </u>	$\frac{1}{1}$	While the caster sings, no one will harm him Disembodied hand delivers touch attacks	VR/
	Spider Climb	. <u>IN e</u> . <u>Tr_</u>	VS VSM	<u>1 act</u> 1 act	Touch	10 min/lev	Will n.	N	Grants ability to walk on walls and ceilings	PHE PHE
	Summon Monster II	<u> </u>	VSF_	1 round	Close	1 round/lev (D		N	Calls extraplanar to fight (1 2nd or 1d3 1st)	PHI
	Summon Swarm		VSM	1 round	Close	Conc. +2 rds	′ _	N	Summons swarm of bats, rats, or spiders	PHE
	Tasha's Hideous Laughter [Mind-Aff.]		VSM	1 act	Close	1 round/lev	Will n.	Y-	Subject loses actions for 1 round/lev	PHE
	Touch of Idiocy [Mind-Affecting]		VS	1 act	Touch	10 min/lev	-	Ϋ́	Subject takes 1d6 points of Int, Wis, Cha	PHI
							141:11	14		
		' Co	VSM	1 act	Meglum	1 min/lev	vviii bart.	Ν	Gloomy barrier provides 50% concealment	VRA
	Wall of Gloom (Fear, Darkness) Web	<u>Co</u>	<u>VSM</u> <u>VSM</u>	1 act 1 act	Medium	10 min/lev (D) 1 hour/lev	Will part. Ref n.	<u>N</u>	Gloomy barrier provides 50% concealment Fills 20-ft radius with sticky spider webs	VR.A PHE

	r/Mizard Spells		10.7						
Kn. Prep. Scro	LL SPELL NAME	Sch. Co	MP. CAST TIME	RANGE	Duration	Save	SR	EFFECT	
3rd	-Level Spells Spells: +	=	Cast: □			Save DC:	_	Max. known:	
	Allergen [Fear, Mind-Affecting]	<u>Ilvs</u>		Close	1 round/lev (<u>Y</u> _	Target believes the presence of allergen VR	A25
<u> </u>	Arcane Sight	<u>DiVS</u>		Personal		<u> </u>	N		IB201
□	Augment Undead [Evil]	<u>Ne</u> VS		Medium			- <u>Y</u> _		A28
<u> </u>	Blink	<u>TrVS</u>		Personal			- <u>h</u>	Randomly vanish and reappear for 1 round/lev PH	
<u></u>	Clairaudience/Clairvoyance	Di_ VS			1 min/lev (D		- 1/1		IB209
<u> </u>	Daylight [Light] Deep Slumber [Mind-Affecting]	Ev_ VS		Touch_	10 min/lev (レ) <u>-</u> Will n.	- <u> </u>		1B216
H	Deep Slumber [Mind-Affecting] Diminish Undead	En VS Ne VS		Close Medium	1 min/lev 1 min/2 lev	$-\frac{VVIII}{Will}\frac{\eta}{\eta}$	- 1		B217 A28
H	Dispel Madic	Ne VS Ab VS		Medium			- <u>†</u> -		1B223
<u> </u>	Displacement	Il VI		Touch	1 round/lev (- '\ '-		B223
<u> </u>	Explosive Runes [Force]	Ab VS		Touch	Until disc. ([- ; -		IB228
	Fireball (Fire)	Ev VS		Long	Instantaneou		Y		1B231
	Flame Arrow [Fire]	Tr_ VS	м 1act	Close	10 min/lev		N	Up to 50 arrows deal +146 fire damage PH	1B231
	Fly	Tr_ VS	F 1 act	Touch	1 min/lev	Will n.	Y	Subject flies at speed of 60 ft PH	IB232
	Gaseous Form	TrSM		<u>Touch</u>	2 min/lev (D		<u>N</u>	Subject is insubstantial and can fly slowly PH	1B234
<u></u>	Gentle Repose	<u>Ne</u> VS		<u>Touch</u>	1 day/lev	<u>Will n.</u>	<u> Y</u> _		IB235
<u></u>	Halt Undead	<u>Ne</u> VS		<u>Medium</u>		<u>Will n.</u>	- <u>Y</u> -		IB238
<u></u>	Haste	TrVS		Close	1 round/lev	For n.	- Y -		IB239
<u> </u>	Heroism [Mind-Affecting]	En_VS		Touch	10 min/lev 1 round/lev (Will n.	- Y -		1B24C
H	Hold Person [Mind-Affecting] Illusory Script [Mind-Affecting]	En VS		<u>Medium</u> Touch	1 day/lev (D)		- \frac{1}{} -		1B241 1B243
<u> </u>	Immerse Mind [Mind-Affecting]	DiVS		Touch	1 round	Will n.			A24
<u> </u>	Invisibility Sphere	II VS		Touch	1 min/lev (D		- '		1B245
<u> </u>	Keen Edge	Tr_ VS		Close	10 min/lev	Will n.	- <u>-</u> -		1B246
	Leomund's Tiny Hut [Force]	Ev_VS		20 ft	2 hours/lev (D)-	N		IB247
	Lightning Bolt [Electricity]	Ev VS		120 ft	Instantaneou	s Ref 1/2	Y		IB248
	Magic Circle against Chaos [Lawful]	Ab VS	м 1act	Touch	10 min/lev	Will n.	И	+2 AC and saves in 10-ft, no mind control PH	IB249
<u> </u>	Magic Circle against Evil [Good]	Ab VS		<u>Touch</u>	10 min/lev	Will n.	<u>N</u>		IB249
□	Magic Circle against Good [Evil]	Ab VS		<u>Touch</u>	10 min/lev	Will n.	- <u>h</u>		1B250
<u></u>	Magic Circle against Law [Chaotic]	Ab VS		Touch	10 min/lev	Will n	- <u>'n</u>		IB250
<u> </u>	Magic Weapon, Greater	TrVS		Close	1 hour/lev	— <u>Will n.</u> Will dis.	- Y -		IB251
H	Major Image Nondetection	II VS		<u>Long</u> Touch	Conc.+3 rds. 1 hour/lev	Will dis. Will n.	- 1/1		IB252
<u> </u>	Phantom Steed	<u>Ab VS</u> Co VS			1 hour/lev (D		- 1/-		1 <u>B257</u> 1B260
<u> </u>	Protection from Energy	Ab VS		Touch	10 min/lev	77 <u>-</u> For n.	- \frac{\lambda}{\lambda}		1B266
<u> </u>	Rage [Mind-Affecting]	En VS		Medium			- <u>+</u> -		1B268
	Ray of Exhaustion	Ne VS		Close	1 min/lev	For part.	Ÿ		IB269
	Secret Page	TrVS			Permanent		И		IB275
	See Ethereal Resonance	Di VS	1 act	Touch	1 round/lev	Will n.	Y		A25
□	Sepia Snake Sigil [Force]	Co VS			Special	Ref n.	N	·	IB276
<u> </u>	Shrink Item	<u>TrVS</u>		<u>Touch</u>	1 day/lev	Will n	- <u>Y</u> _		IB279
□	Sleet Storm [Cold]	<u>Co VS</u>		Long	1 round/lev		- <u>'n</u>		1B28C
吕	Slow	Tr_ VS		Close	1 round/lev	Will n.	- Y -	1 subj./lev takes only 1 action/r, -2 AC and hit PH	
	Stinking Cloud	Co VS		Medium	1 round/lev 1 hour/lev	— <u>For n.</u> Will n.	- <u>^</u>		1B284
H	Suggestion [Language-Dep., Mind-Affecting] Summon Monster III	<u>En V/</u> <u>Co VS</u>		<u>Close</u> Close	1 round/lev (- <u>I</u> -		1 <u>B285</u> 1B286
<u> </u>	Tonques	<u>Di</u> <u>V</u>		Touch	10 min/lev	Will n.	- <u>1,</u>		1B294
<u> </u>	Vampiric Touch	Ne VS		Touch	Special	-	- '\		1B298
<u> </u>	Water Breathing	Tr_ VS		Touch	2 hours/lev	Will n.	- <u>-</u> -		1B3OC
	Wind Wall (Air)				1 round/lev		Y.		1B3O2
□									
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Sorcerer	/Wizard	Snells
DATECTOR	/ CELIFORIU	Sherry

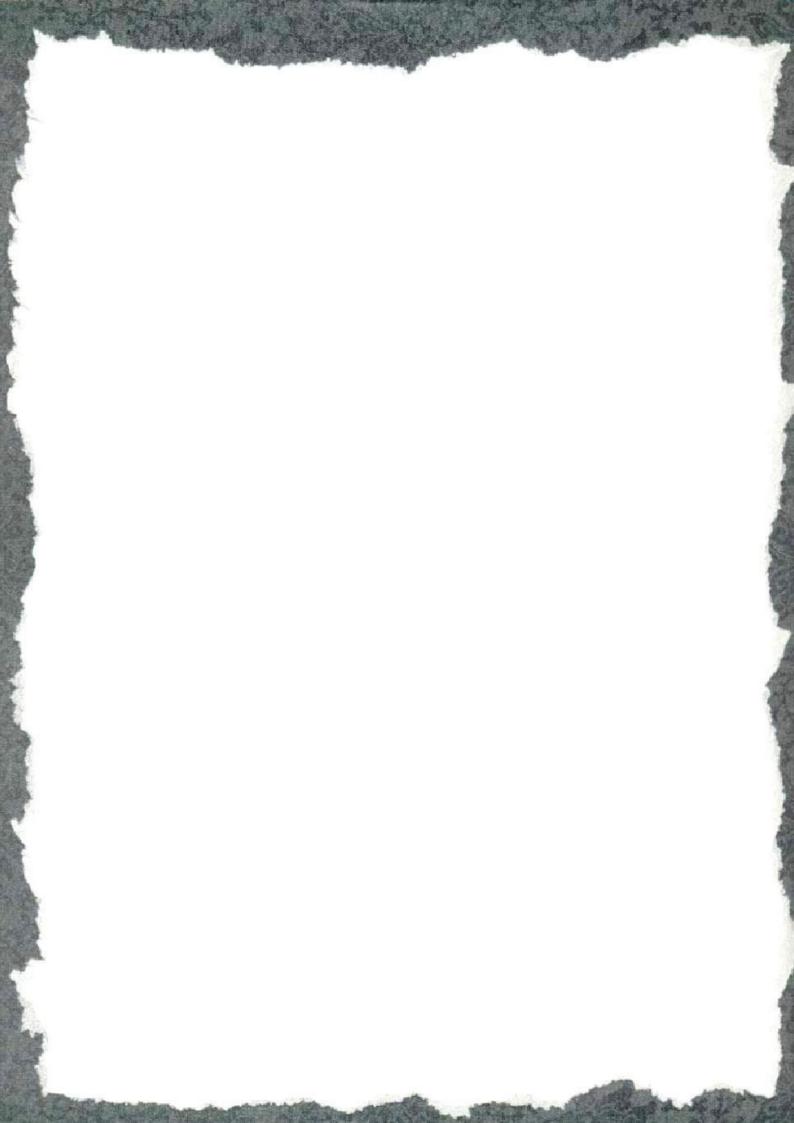
Sori	cerer/Mizard	Spells ———									
Kn. Pre	P. SCROLL	SPELL NAME	Sch.	Сомр.	CAST TIME	RANGE	Duration	SAVE	SR	EFFECT	
	4th-Level Spells	Spells: + =			Cact. □[ve DC:		Max. known:	
	Arth wester Sherry	3Pells: +		-	C4SC LIL			ve DC:	-	M4X. KI)OWI): 🗆 🗆 🗆	
	Anesthesia	[Mind-Affectina]	En	VSM	1 act	Medium	5 min/lev	Will n.	Υ	Subject is immune to pain	VRA33
	Animate Dead	d (Evil)	Νe	VSM	1 act	Touch	Instantaneous		N	Creates undead skeletons and zombies	PH B198
	Arcane Eye		<u>Di</u> _	VSM	<u>10 min</u>	<u>Unlimit.</u>	1 min/lev (D)		\overline{N}	Invisible floating eye moves 30 ft/round	PHB200
	Bestow Curse		<u>N e</u>	<u>VS</u>	1 act	<u>Touch</u>	Permanent	Will n.	<u>Y</u> _	-6 to ability; -4 on rolls; or 50% losing action	
│	<u>Charm Mons</u>		<u>En</u>	<u>VS</u>	1 act	Close	1 day/lev	Will n.	<u>Y</u> _	Makes monster believe it is your ally	PHB209
	_ <u>Confusion</u>	[Mind-Affecting]	<u>En</u>	<u>VSM</u>	1 act	Medium	1 round/lev	Will n.	<u>Y</u> _	Subject behaves oddly for 1 round/lev	PHB212
	Contagion	[Evil]	<u>N</u> e	VS_	1 act	Touch	Instantaneous		<u>Y</u> _	Infects subject with chosen disease	PHB213
│	<u>Crushing Des</u>	pair [Mind-Affecting]	<u>En</u>	<u>VSM</u>	<u>1 act</u>	30 ft	1 min/lev	Will n.	<u>Y</u> -	Subjects get -2 to attack, damage, saves, checks	
<u> </u>	Deconstruct		<u>Ab</u>	VS_	1 act	Touch	1 round/lev 24 hours	For n.	$-\frac{Y}{14}$	Construct's DR is reduced by 10/+1	VRA28
	<u>Detect Scryin</u> Dimension Do		<u>Di</u>	VSM V	<u>1 act</u> 1 act	40 ft Long	Instantaneous	-/Will n.	<u>N</u> Sp.	Alerts you of magical eavesdropping Teleports you short distance	PHB219 PHB221
	Dimensional		<u>Со</u> <u>АЬ</u>	VS_	1 act	Medium	1 min/lev	<u>-/ V VIII I).</u>	↑ 5F.	Bars extradimensional movement	PHB221
	Enervation	Aljellol	N e	VS VS	1 act	Close	Instantaneous		<u>-</u> -	Subject gains 1d4 negative levels	PHB226
-	Enlarge Perso	n Mass	Tr	VSM	1 round	Close	1 min/lev (D)	For n.	<u>+</u> -	Enlarges several creatures	PHB227
	Evard's Black		<u>Ir</u> Co	VSM	1 act	Medium	1 round/lev (D		Ņ-	Tentacles grapple all within 20 ft	PHB228
-	Fear	[Fear, Mind-Affectina]	N e	VSM	1 act	30 ft	Special	Will part.	Ϋ́	Subjects within cone flee for 1 round/lev	PHB229
	Fire Shield	[Fire/Cold]	Ev	VSM	1 act	Personal	1 round/lev (D		Ν̈́	Attackers take dmg; protected from heat/cold	
	Fire Trap	[Fire]	Аb	VSM	10 min	Touch	Until discharg.		Ϋ́	Opened object deals 1d4 +1/lev damage	PHB231
		[Language-Dep., Mind-Affecting]	En	V	1 round	Close	1 day/lev (D)	Will n.	Ϋ́	Commands subject of 7 HD or less	PHB235
		Ilnerability, Lesser	AЬ	VSM	1 act	10 ft	1 round/lev (D) -	N	Stops 1st- through 3rd-level spell effects	PHB236
	Hallucinatory	Terrain	1	VSM	10 min	Long	2 hours/lev (D)Will dis.	N	Makes one type of terrain appear like another	PHB238
	Ice Storm	[Cold]	Ev	VSM	1 act	Long	1 round		Y	Hail deals 5d6 damage in cylinder 40 ft across	PHB243
	Illusory Wall		11_	VS_	1 act	Close	<u>Permanent</u>	Will dis	\overline{N}	Wall, floor or ceiling looks real but is illusory	PHB243
	Induce Lycan		<u>Tr_</u>	<u>VSM</u>	<u> 1 act</u>	<u>Touch</u>	1 hour/3 lev	For n.	<u>Y</u> _	Forces a target lycanthrope to transform	VRA24
	Invisibility, G		11_	<u>VS</u>	<u> 1 act</u>	<u>Touch</u>	1 round/lev (D		<u>Y</u> _	Subject is invisible even if it attacks	PHB245
□	Leomund's Se		<u>Co</u>	<u>VSM</u> F	<u>10 min</u>	<u>Close</u>	2 hours/lev (D) <u>-</u>	И	Creates sturdy cottage	PHB247
│	Locate Creatu		<u>Di</u> _	<u>VSM</u>	1 act	Long	10 min/lev		Ν̈́	Indicates direction to familiar creature	PHB249
│	Minor Creation		<u>Co</u>	VSM	1 min	<u>Oft</u>	1 hour/lev (D)	-	$\frac{\Omega}{\Omega}$	Creates one cloth or wood object	PHB253
│	Otiluke's Resi		<u>Ev</u>	<u>VSM</u>	<u>1 act</u>	Close	1 min/lev (D)	Ref n.	<u>Y</u> -	Force globe protects but traps one subject	PHB258
	_ <u>Phantasmal K</u> Polymorph	Killer [Fear, Mind-Affecting]	11_	VS_	1 act	<u>Medium</u> Touch	Instantaneous 1 min/lev (D)	Special	$-\frac{Y}{14}$	Illusion kills subject or deals 3d6 damage	PHB260
	<u>Polymorph</u> Rainbow Patt	ern [Mind-Affecting]	Tr_	VSM	<u>1 act</u> 1 act	Medium	Conc. + 1r/lev	Will n.	14	Gives one willing subject a new form	PHB263
-		onic Enhancer [Wizard]	<u>Il</u> _ <u>Tr_</u>	SMF VSMF	10 min	Personal	Instantaneous	VVIII D.	1/1	Lights fascinate 24 HD of creatures Prepares extra spells or retains one just cast	PHB268 PHB268
	Reduce Perso		Tr_	VSM	1 round	Close	1 min/lev (D)	For n.	<u>^</u>	Reduces several creatures	PHB269
	Remove Curs		Ab	VS	1 act	Touch	Instantaneous		- -	Frees object or person from curse	PHB270
= -	Scrying		Di_	VSMF	1 hour	Special	1 min/lev	Will n.	Ϋ́-	Spies on subject from a distance	PHB274
	Shackle	[Force]	Ev	VSF	1 act	Close	1 min/lev (D)	-	Ϋ́	Ray paralyzes target	VRA32
= -	Shadow Conju		ī	VS	1 act	Special	Special	Will dis.		Mimics conjuring below 4th level, 20% real	PHB276
	Shout	[Sonic]	Ev	V	1 act	30 ft	Instantaneous	Special	Y_	Deafens all within cone and deals 5d6 damage	PHB279
	Solid Fog		Co	VSM	1 act	Medium	1 min/lev		N	Blocks vision, slows movement	PHB281
	Stone Shape	[Earth]	Tr_	VSM	1 act	Touch	Instantaneous		И	Sculpts stone into any shape	PHB284
	Stoneskin		AЬ	VSM	1 act	Touch	10 min/lev	Will n.	Y	Ignore 10 points of damage per attack	PHB284
	Summon Mo		<u>Co</u>	VSF_	1 round	Close	1 round/lev (D		\overline{N}	Calls extraplanar (14th, 1d3 3rd or 1d4+12nd)	PHB285
	Suppress Lyca	nthropy	<u>Tr_</u>	VSM	1 act	Touch_	1 hour/3 lev	For n.	<u>Y</u> _	Forces a target lycanthrope to transform	VRA37
□	_ <u>Wall of Fire</u>	[Fire]	<u>Ev</u>	VSM	1 act		Conc. + 1 r/lev		<u>Y</u> _	2d4 dmg (10 ft), 1d4 (20), 2d6+1/levpassing	PHB298
	Wall of Ice	[Cold]	<u>Ev</u>	<u>VSM</u>	<u> 1 act</u>	<u>Medium</u>	1 min/lev	Ref n.	<u>Y</u> _	Creates wall with 13 hp+1/lev or hemisphere	PHB299
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5th	Animal Growth Baleful Polymorph Bigby's Interposing Hand [Force] Blight		_	Cast: □□		·				
	Baleful Polymorph Bigby's Interposing Hand [Force]					□□□□ Sav	/e DC:	_	Max. known: 🗆 🗆 🗆	
	Bigby's Interposing Hand [Force]		VS_	1 act		1 min/lev	For n.	<u>Y</u> _	One animal/2 lev doubles in size	PHB19
			VS_	<u> 1 act </u>	Close	<u>Permanent</u>	Special	<u>Y</u> _	Transforms subject into harmless animal	PHB20
	Rliaht		VSF_	<u>1 act</u>		1 round/lev (D)		<u>Y</u> _	Hand provides cover vs. one opponent	PHB20
		<u>N e</u>	VS_	<u>1 act</u>	Touch	Instantaneous	For 1/2	Y_	1d6 damage/lev to plant creature, or wither	PHB20
	Borrowed Time	<u>N e</u>	<u>VM_</u>	3 days	Personal	Special	-	Ϋ́	You return as a 3rd-rank ancient dead	RPHB
	Break Enchantment	<u>Ab</u>	VS_	1 min_	Close	Instantaneous	Special	Ϋ́	Frees subject from enchantments	PHB2
]	Cloudkill		<u>VS</u>	1 act	Medium	1 min/lev	For part.	$\frac{\Omega}{N}$	Up to 3 HD die, 4-6 HD save or die, 6+ dmg	PHB2
]	Cone of Cold [Cold]	<u>Ev</u>	<u>VSM</u>	<u>1 act</u>	60 H	Instantaneous	Ref 1/2	Y-	1d6 cold damage/level	PHB2
	Contact Other Plane		<u>V</u>	10 min	Personal	Concentration	<u>-</u>	$\frac{N}{N}$	Ask questions to extraplanar entity	PHB2
	Dark Sentinels [Mind-Affecting]		VF_	1 min	Special	Special (D)	Special	$\frac{\Lambda}{\Lambda}$	Flock of birds seeks out nearest undead	VRA.
	Dismissal David A. David A. C.		VS_	1 act	Close	Instantaneous	Will n. Will n.	<u>Y</u> _	Forces a creature to return to native plane	PHB2
	Dominate Person [Mind-Affecting]		VS_	1 round	Close	1 day/lev	VVIII ŋ.	<u>Y</u> _	Controls humanoid telepathically	PHB2
]]	<u>Dream</u> [Mind-Affecting] Fabricate		VS_	1 min	<u>Unlimit.</u> Close	Special Instantaneous		$-\frac{1}{\sqrt{4}}$	Sends message to anyone sleeping	PHB2
¦	False Vision	Tr_	VSM	Special 1 act		1 hour/lev (D)		11/	Transforms raw materials into finished items	PHB2
,]	Feeblemind [Mind-Affecting]	11_	VSM	1 act	<u>Touch</u> <u>Medium</u>	Instantaneous	Will n.	<u> </u>	Fools scrying with an illusion	PHB2
]	Feign Undeath	<u>En</u> N e	VSM VSM	1 act	Touch	2 min/lev	Will n.	$\frac{\wedge}{1}$	Subject's Int and Chadrop to 1 Deal your target with aspect of a zombie	PHB2 RPH
	Hold Monster [Mind-Affectina]	<u>IN e</u> En	VSM VSM	1 act 1 act	Medium	1 round/lev (D)	Will n.	_ -	Paralyzes one creature for 1 round/lev	PHB:
	Leomund's Secret Chest			10 min	Special	60 days	<u>/ / / / / / / / / / / / / / / / / / / </u>	$\frac{1}{1}$	Hides expensive chest on Ethereal Plane	
	Lichbane Daggers	<u>Co</u>	VSF_	1 act	Lond	Instantaneous	For 1/2	$\frac{N}{N}$	Lich suffers 1d6/lev damage (max 15d6)	PHB
	Madic Jar	<u>Ev</u> _	VS_	1 act	Medium	1 hour/lev	Will n.	<u> </u>	Enables possession of another creature	VR.A PHB
	Major Creation	<u>N</u> e	VSF_ VSM	10 min	Close	Special	<u>v v I I I I) </u>	<u>N</u>	Creates a cloth, wood, stone or metal object	PHB.
	Mind Fod [Mind-Affectina]	<u>Co</u>	VS	1 act	Medium	Special	Will n.	<u> </u>	Subjects in fog get -10 Wis and Will checks	PHB.
	Mirage Arcana	<u>En_</u> Il	VS	1 act	Long			ή-	Terrain and structure appear like another	PHB.
	Mordenkainen's Faithful Hound		VSM	1 act	Close	Special Special	<u>v v 111 q 13.</u>	N	Phantom dog can quard and attack	PHB.
	Mordenkainen's Private Sanctum	<u>Co</u>	VSM	10 min	Close	24 hours (D)		17	Prevents anyone from viewing/scrying	PHB
	Nightmare [Mind-Affecting, Evil]	<u>АЬ</u> П	VS	10 min	Unlimit.	Instantaneous	Will n.	\ <u>\</u>	Sends vision dealing 1d10 damage, fatigue	PHB
	Overland Flight		VS VS	1 act	Personal	1 hour/lev	V VIII 1).	Ņ.	Fly at a speed of 40 ft over long distances	PHB
	Passwall	Tr_	VSM	1 act	Touch	1 hour/lev (D)		Ν̈́	Creates passage through wood or stone wall	PHB.
	Permanency		VSX	2 rds	Special	Permanent		Ň	Makes certain spells permanent	PHB
	Persistent Image	11	VSF	1 act	Long	1 min/lev (D)	Will dis.	Ň	Creates illusion of your design, no concentr.	PHB
	Planar Binding, Lesser		VS VS	10 min	Close	Instantaneous	Will n.	Sp.		
	Prying Eyes	Di	VSM	1 min	1 mile	1 hour/lev (D)	-	N.	1d4 floating eyes +1/lev scout for you	PHB
	Rary's Telepathic Bond		VSM	1 act	Close	10 min/lev (D)		Ň	Link lets allies communicate	PHB
	Seeming	1	VS	1 act	Close	12 hours (D)	Special	Sp.		PHB
	Sending		VSM	10 min	Special	1 round	-	Ŋ.	Instantly delivers short message anywhere	PHB
	Shadow Evocation	il .	VS	1 act	Special	Special	Will dis.	Y	Mimics evocation less than 5th level, 20% real	
	Soul Anchor		VS	1 act	Touch	Permanent (D)		Ϋ́	Binds a creature's spirit to an edifice	RPH
	Stone Shape [Earth]		VSM	1 act	Touch	Instantaneous	_	N	Sculpts stone into any shape	РНВ
	Summon Monster V		VSF	1 round	Close	1 round/lev (D))	\overline{N}	Calls extraplanar (15th, 1d3 4th or 1d4+1 3rd)	
	Symbol of Pain [Evil]		VSM	10 min	O ft	Special	For n.	Ϋ́	Triggered rune wracks creatures with pain	PHB.
	Symbol of Sleep [Mind-Affecting]	En	VSM	10 min	O ft	Special	Will n.	<u>_</u> _	Triggered rune puts nearby creatures to sleep	
	Telekinesis	Tr_	VS	1 act	Long	Special	-/Will n.	Ϋ́	Moves object, attacks creat., or hurls object	PHB
	Teleport	Co	V	1 act	Touch	Instantaneous	-/Will n.	Sp.	Instantly transports you up to 100 miles/lev	PHB
	Transmute Mud to Rock [Earth]		VSM	1 act	Medium	Permanent	Special	N	Transforms two 10-ft cubes/lev	РНВ.
	Transmute Rock to Mud [Earth]	Tr_	VSM	1 act	Medium	Permanent	Special	N	Transforms two 10-ft cubes/lev	РНВ.
	Wall of Force [Force]	Ev	VSM	1 act	Close	1 round/lev (D)		N	Wall is immune to damage	PHB
	Wall of Stone [Earth]	Co	VSM	1 act		Instantaneous	Special	N	Creates a stone wall that can be shaped	PHB
	Waves of Fatigue		VS	1 act	30 ft	Instantaneous		<u>Y</u> _	Several targets become fatigued	PHE
								_		

OUTCETE: (n. Prep. Scro	r/Wizard Spells	Sch	Соме	Cast Time	RANGE	Duration	Save	SR	Effect	
	*Level Spells Spells: +	=					ve DC:		Max. known:	
]		, .		1 2 = 1	Maliuma	1 round/lev			Fog deals acid damage	PHB1
i	Acid Fog [Acid] Analyze Dweomer	<u>Co</u> Di	VSM VSF	<u>1 act</u> 1 act	Close	1 round/lev (D		N-	Reveals magical aspects of subject	PH B1
']	Antimagic Field	. <u>Ы</u> . АЬ	VSM	1 act	10 ft	10 min/lev (D)		Sp.		PHB.
	Bear's Endurance, Mass	Tr_	VS	1 act	Close	1 min/lev	Will n.	2F.	One subject/lev gains +4 Con	PHE
	Bigby's Forceful Hand (Force)		VSF	1 act		1 round/lev (D)		- -	Hand pushes creatures away	PHE
	Bull's Strength, Mass	Tr_	VSM	1 act	Close	1 min/lev	Will n.	- -	One subject/lev gains +4 Str	PHE
	Cat's Grace, Mass		VSM	1 act	Close	1 min/lev	Will n.	- -	One subject/lev gains +4 Dex	PHE
	Chain Lightning (Electricity)		VSF	1 act	Lond	Instantaneous	Ref 1/2	- -	1d6 dmg/lev, secondary bolts half damage	PHI
	Circle of Death (Death)		VSM	1 act	Medium	Instantaneous	For n.	- -	Kills 1d4 HD of creatures per level	PH
	Contingency	Ev	VSMF			1 day/lev (D)	1011).	Ņ-	Sets trigger condition for another spell	PH
	Control Water (Water)		VSM	1 act	Lond	10 min/lev (D)		17	Raises or lowers bodies of water	PHI
	Create Undead [Evil)		VSM	1 hour	Close	Instantaneous		N	Creates ghouls, ghasts, mummies, mohrgs	PHI
	Disintegrate	Tr_	VSM	1 act		Instantaneous	For part.	\ <u>\</u>	Makes one creature or object vanish	PHI
	Dispel Magic, Greater	<u>Ab</u>	VS	1 act		Instantaneous	<u>101 pq10.</u>	<u> </u>	Cancels magical spells and effects, +20 on chec	
	Eagle's Splendor, Mass	. <u>△</u> ⊵ Tr	VSM	1 act	Close	1 min/lev	Will n.	<u>^</u>	One subject/lev gains +4 Cha	PH
	Eyebite (Evil)		VS	1 act	Close	1 round/3 lev	For n.	-	Target becomes panicked, sickened, comatose	
	Flesh to Stone	Tr_	VSM	1 act		Instantaneous	For n.	' −	Turn subject creature into statue	PH
	Fox's Cunning, Mass	- <u>''</u> -	VSM	1 act	Close	1 min/lev	Will n.	-	One subject/lev gains +4 Int	PH
	Geas/Quest [LangDep., Mind-Affecting]		V	10 min	Close	1 day/lev (D)	-	-	Places a madical command on a creature	PH
	Globe of Invulnerability	<u> Бі</u>	VSM	1 act	10 ft	1 round/lev (D		ή-	Stops 1st- through 4th-level spell effects	PH
	Guards and Wards	Ab	VSMF	30 min	Special	2 hours/lev	Special	50	Array of magic effects protects area	PHI
	Heroism, Greater [Mind-Affecting]		VS	1 act	Touch	1 min/lev	Will n.	Y	+ 4 to attack, saves, skills, temporary hp	PHI
	Legend Lore	Di	VSMF	Special	Personal	Special	-	Ν̈́	Learn tales about a person, place, or thing	PHI
	Mislead	1	5	1 act	Close	Special	-/Will dis	. N	Turns you invisible and creates illusory double	
	Mordenkainen's Lucubration [Wizardi		VS	1 act	Personal	Instantaneous		N	Recalls spell of 5th level or lower	PH
	Move Earth (Earth)		VSM	Special	Long	Instantaneous		N	Dig trenches and build hills	PHI
	Otiluke's Freezing Sphere (Cold)		VSF	1 act	Long	Special	Ref 1/2	Ÿ-	Freezes water or deals cold damage	PHI
	Owl's Wisdom, Mass	Tr_	VSM	1 act	Close	1 min/lev	Will n.	Ÿ-	One subject/lev gains +4 Wis	PHI
	Permanent Image	. <u>::</u> -	VSF	1 act	Long	Permanent (D)		Ň	Includes sight, sound, and smell	PHI
	Planar Binding	Co	VS	10 min	Close	Instantaneous	Will n.	Sp.	Extraplanar up to 12 HD must perform a task	PH
	Programmed Image	1	VSF	1 act	Long	Special	Will dis.	Ŋ	Creates full illusion triggered by event	PHI
	Repulsion	АЬ	VSF	1 act		1 round/lev (D)		Ϋ́	Creatures can't approach you	PHI
	Shadow Walk	. <u></u>	VS	1 act		1 hour/lev (D)	Will n.	Ϋ́	Step into shadow to travel rapidly	PHI
	Stone to Flesh	Tr	VSM	1 act		Instantaneous		Ÿ-	Restores petrified creature	PHI
	Suggestion, Mass [LangDep., Mind-Aff.]		VM	1 act		1 hour/lev	Will n.	Ÿ-	Compels one subject/lev to course of action	
	Summon Monster VI	Co	VSF	1 round	Close	1 round/lev (D)) -	Ň	Calls extraplanar (1 6th, 1d3 5th or 1d4+1 4th)	
	Symbol of Fear [Fear, Mind-Affecting]		VSM	10 min	O ft	Special	Will n.	Ÿ-	Triggered rune panics nearby creatures	PHE
	Symbol of Persuasion [Mind-Affecting]		VSM	10 min	0 ft	Special	Will n.	Ÿ-	Triggered rune charms nearby creatures	PHI
	Tenser's Transformation	Tr	VSM	1 act		1 round/lev		\overline{N}	You gain combat bonuses	PHE
	True Seeing	Di	VSM	1 act	Touch	1 min/lev	Will n.	Ϋ́	Lets you see all things as they really are	PHI
	Undeath to Death	Ne	VSM	1 act		Instantaneous	Will n.	Ϋ	Destroys 1d4 HD/lev (max 20d4) undead	PHE
	Veil	ı il	VS	1 act	Long	Conc. + 1 hr/l.	Will n.	Ÿ_	Changes appearance of group of creatures	PHI
	Wall of Iron	Co	VSF	1 act		Instantaneous	Special	N	30 hp/4 lev, can topple onto foes	PHE

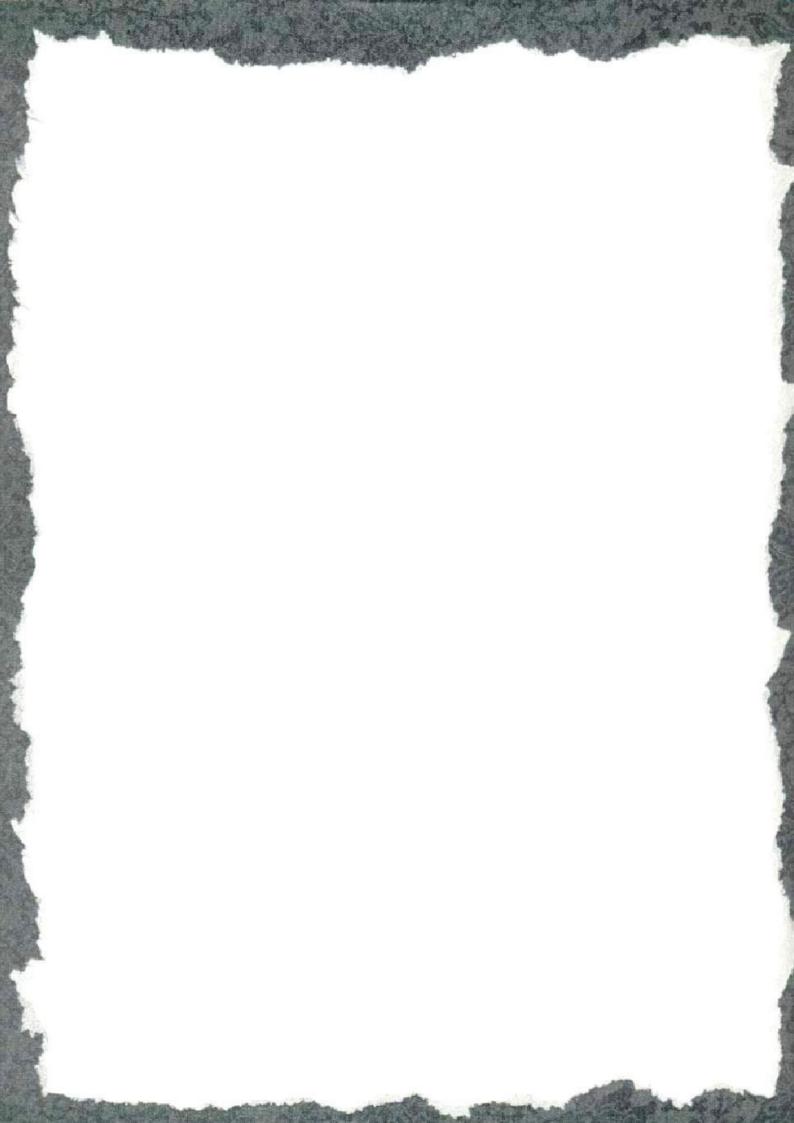
Sorcerer/Miza	rd Spells									
KN. PREP. SCROLL	SPELL NAME	Sch.	Сомр.	CAST TIME	RANGE	DURATION	SAVE	SR	EFFECT	
7th-Level Sp	Spells: +	=	'	Cast: □[□□□□ Sa	ve DC:	_	Max. known: 🗆 🗆	
	ight, Greater	<u>Di</u>	VS_	1 act	Personal	1 min/lev (D)		<u>N</u>	Magical auras and effects become visible	PHB201
Banishm		<u>Ab</u>	VSF_	<u>1 act</u>	<u>Close</u>	Instantaneous		<u>Y</u> _	Banishes 2 HD/lev of extraplanar creatures	PHB203
	rasping Hand 1Force,	<u>Ev</u>		<u>1 act</u>	Medium	1 round/lev (D) <u>-</u>	<u>Y</u> _	Hand provides cover, pushes, or grapples	PHB2O
	Time, Greater	<u>Ne</u>	VM_	3 days	Personal	Special		\overline{N}	You return as a 4th-rank ancient dead	RPHB1
□ Control		<u>N e</u>		<u>1 act</u>	Close	1 min/lev	Will n.	<u>Y</u> _	Undead don't attack you while under effect	PHB21
□ Control		Tr_	VS	<u>10 min</u>	2 miles	4d12 hours		\overline{N}	Changes weather in local area	PHB21
□ Delayed	Blast Fireball <i>[Fire,</i>	<u>Ev</u>	VSM	<u>1 act</u>	Long	Up to 5 rounds		<u>Y</u> _	1d6 damage/lev, delay up to 5 rounds	PHB217
🗆 <u>Drawmij</u>	Instant Summons	Co	VSM	<u>1 act</u>	Special	Until discharg.		\overline{N}	Prepared object appears in your hand	PHB22
□ Ethereal		<u>Tr_</u>	VS	<u>1 act</u>	Personal	1 round/lev (D		\overline{N}	You become ethereal for 1 round/lev	PHB22
□ Finger o	Death (Death)	<u>Ne</u>	VS	<u>1 act</u>	Close	Instantaneous		<u>Y</u> _	Kills one subject	PHB23
□ Forcecac			VSM	<u>1 act</u>	Close	2 hours/lev (D		\overline{N}	Cube or cage of force imprisons those inside	PHB23
□ Hold Pei	son, Mass [Mind-Affecting]	En_	VSF_	<u>1 act</u>	<u>Medium</u>	1 round/lev (D) <u>Will n. </u>	<u>Y</u> _	Paralyzes all humanoids within 30 ft	PHB24
□ Insanity	[Mind-Affecting]	En_	VS_	1 act	<u>Medium</u>	Instantaneous	Will n.	<u>Y</u> _	Subject suffers continuous confusion	PHB24
□ Inviolate		Ne	VS	1 round	Personal	Special		N	Protects the caster against soul-affecting spells	VRA3
🗆 Invisibili	y, Mass	<u>II</u> _	VSM	1 act	Long	1 min/lev (D)	Will n.	<u>Y</u> _	All subjects in range invisible until they attack	PHB24
□ Limited	Ńish	Un	VSX	1 act	Special	Special		Y_	Alters reality within spell limits	PHB24
□ Mordenk	ainen's Magnificent Mansion) <u>Co</u>	VSF	1 act	Close	2 hours/lev (D)	N	Door leads to extradimensional mansion	PHB25
☐ Morden!	ainen's Sword [Force,	Ev_	VSF	1 act	Close	1 round/lev (D)	Y_	Floating magic blade strikes opponents	PHB25
□ Mystick	Cage	Co	VSF	1 min	Unlimit.	30 min	-	Sp.	Fiend is summoned and trapped	VRA3
☐ Phase Do	or	Co	V	1 act	0 ft	1 usage/2 lev	-	Ŋ	Invisible passage through wood or stone	PHB26
□ Plane Sh	ft	Co		1 act	Touch	Instantaneous	Will n.	<u>Y</u>	Up to 8 subjects travel to another plane	PHB26
☐ Power V	ord Blind [Mind-Affecting]	7 En	V	1 act	Close	Special	-	Y	Blinds creature with 200 hp or less	PHB26
□ Prismati	Spray	Ev	VS	1 act	60 ft	Instantaneous	Special	Ÿ_	Rays hit subjects with variety of effects	PHB26
☐ Project I	nade	1	VSM	1 act	Medium	1 round/lev (D) Will dis.	N	Illusory double can talk and cast spells	PHB26
☐ Reverse	Gravity	Tr	VSM	1 act	Medium	1 round/lev (D) -	N	Objects and creatures fall upwards	PHB27
□ Scrying,	Greater	DI	VS	1 act	Special	1 hour/lev	Will n.	Y	As scrving, but faster and longer	PHB27
□ Sequeste	-	ДЬ	VSM	1 act	Touch	1 day/lev (D)	-/Will n.	Sp.	Subject is invisible to sight and scrying	PHB27
□ Shadow	Onjuration, Greater	. <u> </u>	VS	1 act	Special	Special	Will dis.	Ϋ́	Mimics conjuration up to 6th level, 60% real	PHB27
Simulaci		. <u> </u>	VSMX	12 hrs	O ft	Instantaneous		N	Creates partially real double of a creature	PHB27
□ Spell Tur		Дb	VSM	1 act	Personal	10 min/lev		N	Reflects 1d4+6 spell levels back at caster	PHB28
□ Statue	·	Tr	VSM	1 round	Touch	1 hour/lev (D)	Will n.	Y-	Subject can become a statue at will	PHB28
	Monster VII	Co	VSF	1 round	Close	1 round/lev (D		N	Calls extraplanar (17th, 1d3 6th or 1d4+1 5th)	
	of Stunning [Mind-Affecting]		VSM	10 min	0 ft	Special	Will n.	Ϋ́	Triggered rune stuns nearby creatures	PHB29
	of Weakness	. <u>= :/-</u> N е		10 min	0 ft	Special	For n.	Ϋ́	Triggered rune weakens nearby creatures	PHB29
□ Teleport		. <u>115</u>		1 act	Touch	Instantaneous		Sp	As teleport, no range limit and always precise	
Teleport		. <u>co</u>	V V	1 act	Touch	Instantaneous		Ý.	As teleport, but affects a touched object	PHB29
□ Vision	.=.4==:	. <u>Co</u> Di		1 act	Personal	Special	-	Ň	Learn tales about a person, place, or thing	PHB29
	Exhaustion	Ne	VS VS	1 act	60 ft	Instantaneous		Ÿ.	Several targets become exhausted	PHB3C
//q/c3/0	24.53(101)		<u> </u>	. 400		,5 441,441,6543		<u></u> -	Several differs reconne continued	. 11030
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Sor	cerei	r/Mizard Spells									
Kn. Pri	p. Scroi	L SPELL NAME	S cн.	Сомр.	CAST TIME	RANGE	Duration	SAVE	SR	Effect	
	8th	Level Spells Spells: +	=		Cast: □[□□□□ Sav	/e DC:	_	Max. known: 🗆 🗆	
_		A that	_		4 l .	CI.	21 /	well	.,		
		Antipathy [Mind-Affecting] Bigby's Clenched Fist [Force]	En Ev	VSM VSF	<u>1 hour</u> 1 act	<u>Close</u> Medium	2 hours/lev 1 round/lev (D)	Will part.)-	$\frac{Y}{Y}$	Object or location repels certain creatures PHB20 Large hand provides cover, attacks your foes PHB20	
		Bindind [Mind-Affecting]		VSM	1 min	Close	Special	Will n.	Ϋ́	Array of techniques to imprison a creature PHB20	
		Charm Monster, Mass [Mind-Affecting]		V	1 act	Close	1 day/lev	Will n.	<u>Y</u> _	Make monsters in 30 ft believe they're friends PHB20	09
│		Clone		<u>VSM</u> F		<u>O ft</u>	Instantaneous		Ϋ́	Duplicate awakens when original dies PHB2	
🛭		Create Greater Undead [Evil]	<u>N</u> e		1 hour	Close	Instantaneous	- Will part.	$\frac{\wedge}{N}$	Create shadows, wraiths, spectres, devourers PHB2	
		Demand [Mind-Affecting] Dimensional Lock	<u>Еп</u> <u>АЬ</u>	VSM VS	<u>10 min</u> 1 act	<u>Special</u> Medium	1 round 1 day/lev	vviii part.	$\frac{\lambda}{1}$	Delivers short message/suggestion anywhere PHB2: Blocks teleport/dimensional travel PHB2:	
= -		Discern Location	Di	VS	10 min		Instantaneous		Ň	Reveals exact location of creature or object PHB2	
		Horrid Wilting	Ne	VSM	1 act	Long	Instantaneous	For 1/2	<u>Y</u>	Deals 146 damage/level within 30 ft PHB2	
		Incendiary Cloud [Fire]	Co	VS	<u> 1 act</u>	Medium	1 round/lev	Ref 1/2	N	Cloud deals 4d6 fire damage/round PHB2	44
│		Iron Body	<u>Tr_</u>	<u>VSM</u>	<u>1 act</u>	Personal	1 min/lev (D)		$\frac{n}{N}$	Body becomes iron PHB2	
		Maze Mind Blank	<u>Co</u>	VS_	<u>1 act</u> 1 act	Close Close	Special 24 hours	Will n.	$\frac{1}{\sqrt{1}}$	Traps subject in extradimensional maze PHB2	
		Moment of Prescience	<u>АЬ</u> Di_	VS VS	1 act		1 hour/lev	<u>v v III I).</u>	<u>N</u>	Subject is immune to mental magic/scrying PHB2: Gain bonus on single attack, save, or check PHB2:	
= -		Otiluke's Telekinetic Sphere [Force]	Ev	VSM	1 act	Close	1 min/lev (D)	Ref n.	Ϋ́	Movable force globe protects one subject PHB2	
		Otto's Irresistable Dance [Mind-Aff.]		V	1 act	Touch	1d4+1 rounds		<u>Y</u> _	Forces subject to dance PHB2	
│		Planar Binding, Greater	<u>Co</u>	VS_	<u>10 min</u>	Close	Instantaneous	Will n.	<u>Sp</u> .	Traps extraplanar up to 18 HD to perform a task PHB2	
		Polar Ray <i>[Cold]</i> Polymorph Any Object			1 act	Close	Instantaneous		V -	Ranged touch attack deals 1d6/lev cold damage PHB20	
		Power Word Stun [Mind-Affecting]	Tr_ En_	VSM V	<u>1 act</u> 1 act	Close Close	Special Special	For n.	$\frac{\lambda}{1}$	Changes any subject into anything else PHB20 Stuns creature with 150 hp or less PHB20	
l = -		Prismatic Wall	Ab	VS	1 act	Close	10 min/lev (D)	Special	ŚΦ.	Wall's colors have array of effects PHB2	
		Protection from Spells	АЬ	VSMF	1 act	Touch	10 min/lev	Will n.	Ϋ́	Confers a +8 resistance bonus PHB2	
□		Prying Eyes, Greater	<u>Di</u>		<u>1 min</u>	1 mile	1 hour/lev (D)		\overline{N}	As prying eyes, but eyes have true seeing PHB20	
│		Scintillating Pattern [Mind-Affecting]	11_	VSM	<u>1 act</u>	Close	Conc. +2 rds	- (14.1:11)	Y-	Twisting colors confuse, stun, render unconsc. PHB2	
		Shadow Evocation, Greater	11-	VS VS	<u>10 min</u> 1 act	Close Special	24 hours Special	-/Will dis	<u>^</u>	Illusion hides area from vision and scrying PHB2 Mimics evocation up to 7th level, 60% real PHB2	
H -		Shout, Greater (Sonic)	Ev_	VSF	1 act	60 ft	Instantaneous	Special Special	<u>'</u> -	Yell deals 10d6 dmg, stuns, damages objects PHB27	
= -		Summon Monster VIII	Co	VSF	1 round	Close	1 round/lev (D)		Ň	Calls extraplanar (18th, 1d37th or 1d4+16th) PHB29	
		Sunburst (Light)		VSM	1 act	Long	Instantaneous	Ref part.	<u>Y</u> _	Blinds all within 10 ft, deals 6d6 damage PHB28	89
│ □ _		Symbol of Death [Death]	<u>N e</u>		10 min	0 H	Special	For n.	<u>Y</u> _	Triggered rune slays nearby creatures PHB28	
📙		Symbol of Insanity [Mind-Affecting]	<u>En</u>	VSM	10 min	0 ft	Special 2 have (D)	Will n.	∨	Triggered rune renders creatures insane PHB29	
		Sympathy [Mind-Affecting] Temporal Stasis	En_ Tr_	VSM VSM	<u>1 hour</u> 1 act	Close Touch	2 hours/lev (D) Permanent	For n.	$\frac{1}{}$	Object or location attracts certain creatures PHB29 Puts subject into suspended animation PHB29	
		1C11/pO1q1 J(q313	11	V 3/VI	1 900	TOUCH	1 C111/q1/C1/C	1 01 1/.		ruts subject into suspended anningtion Fibz:	
l 🗆		Trap the Soul	Co		Special	Close	Permanent	Special	Ÿ_	Imprisons subject within dem PHB29	
		Trap the Soul	<u>Co</u>	VSMF	Special	<u>Close</u>	Permanent	Special	<u>Y</u> _	Imprisons subject within gem PHB29	
		Trap the Soul	<u>Co</u>		Special 	<u>Close</u>	Permanent	Special	<u>Y</u> _	Imprisons subject within gem PHB29	
		Trap the Soul	<u>Co</u>		Special 	<u>Close</u>	Permanent	<u>Special</u>	<u>Y</u>	Imprisons subject within gem PHB29	
		Trap the Soul	<u>Co</u>		<u>Special</u>	<u>Close</u>	Permanent	Special	<u>Y</u>	Imprisons subject within gem PHB29	
		Trap the Soul	<u>Co</u>		<u>Special</u>	<u>Close</u>	Permanent	Special	<u>Y</u>	Imprisons subject within gem PHB29	
	Over		<u>Co</u>						<u>Y</u>		
	9th	Trap the Soul Trap the Soul Trap the Soul	<u>Co</u>			<u>Close</u>		Special	<u>Y</u>	Imprisons subject within gem PHB29	
	9th	-Level Spells Spells: +		<u>VSMF</u>					Υ	Max. known:	95
	9th	-Level Spells Spells: + Astral Projection Bigby's Crushing Hand IForcel		VSMF VSM		Touch		ve DC:	<u>Y</u>		01
	9th	Level Spells Spells: + Astral Projection Bigby's Crushing Hand <i>(Force)</i> Dominate Monster <i>(Mind-Affecting)</i>	= Ne Ev En	VSMF	Cast: □[30 min 1 act 1 round	Touch Medium Close	Special 1 round/lev (D. 1 day/lev	ve DC:	\frac{\fir}}}}}}}}}{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac}\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac}\frac{\frac{\frac{\frac{\frac}}}}}}}{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac}}}}	Max. known: DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	<u>01</u> <u>03</u> <u>24</u>
	9th	- Level Spells Spells: + Astral Projection Bigby's Crushing Hand <i>[Force]</i> Dominate Monster <i>[Mind-Affecting]</i> Energy Drain	= Ev_ En_ Ne	<u>VSMF</u> <u>VSM</u> <u>VSMF</u> <u>VS</u> <u>VS</u> <u>VS</u>	Cast: □[30 min 1 act 1 round 1 act	Touch Medium Close Close	Special 1 round/lev (D: 1 day/lev Instantaneous	ve DC:	<u>Y</u>	Max. known: DHB2 Projects you and companions onto Astral Pl. PHB2 Hand provides cover, pushes/crushes foes PHB2 Controls monster telepathically PHB2 Subject gains 244 negative levels PHB2	95
	9th	Astral Projection Bigby's Crushing Hand [Force] Dominate Monster [Mind-Affecting] Energy Drain Etherealness	= Ev_ En_ Ne_ Tr_	<u>VSMF</u> <u>VSM</u> <u>VSMF</u> <u>VS</u> <u>VS</u> <u>VS</u> <u>VS</u>		Touch Medium Close Close Touch	Special 1 round/lev (D) 1 day/lev Instantaneous 1 minn/lev (D)	ve DC:	<u>Y</u> <u>Y</u> <u>Y</u> <u>Y</u>	Max. known: Projects you and companions onto Astral Pl. PHB2: Hand provides cover, pushes/crushes foes PHB2: Controls monster telepathically PHB2: Subject gains 244 negative levels PHB2: Travel to Ethereal Plane with companions PHB2:	95
	916	Astral Projection Bigby's Crushing Hand [Force] Dominate Monster [Mind-Affecting] Energy Drain Etherealness Foresight	=	VSMF VSM VSMF VS VS VS VS VS	Cast: □[30 min 1 act 1 round 1 act 1 act 1 act 1 act	Touch Medium Close Close Touch	Special 1 round/lev (D) 1 day/lev 1 instantaneous 1 minn/lev (D) 10 min/lev	/e DC:	Y	Max. known: Projects you and companions onto Astral Pl. PH824 Hand provides cover, pushes/crushes foes PH824 Controls monster telepathically PH824 Subject gains 244 negative levels PH825 Travel to Ethereal Plane with companions PH826 "Sixth sense" warns of impending danger PH826	95
	9th	Astral Projection Bigby's Crushing Hand [Force] Dominate Monster [Mind-Affecting] Energy Drain Etherealness	=	VSMF VSM VSMF VS VS VS VS VS VS VS	Gast: □[30 min 1 act 1 round 1 act 1 act 1 act 1 act 1 act	Touch Medium Close Close Touch	Special 1 round/lev (D) 1 day/lev Instantaneous 1 minn/lev (D)	ve DC:	<u>Y</u> <u>Y</u> <u>Y</u> <u>Y</u>	Max. known: Projects you and companions onto Astral Pl. PHB2: Hand provides cover, pushes/crushes foes PHB2: Controls monster telepathically PHB2: Subject gains 244 negative levels PHB2: Travel to Ethereal Plane with companions PHB2:	95
	9th	Astral Projection Bigby's Crushing Hand IForcel Dominate Monster [Mind-Affecting] Energy Drain Etherealness Foresight Freedom Gate Hold Monster, Mass [Mind-Affecting]	N e Ev En N e Tr Di Ab Co	VSMF VSM VSMF VS VS VS VS VS VS VS VSX VSF	Cast: □[30 min 1 act 1 round 1 act	Touch Medium Close Close Touch Touch Close Medium Medium	Special 1 round/lev (D. 1 day/lev Instantaneous 1 minn/lev (D) 10 min/lev Instantaneous Special 1 round/lev (D. 1)	ze DC:	<u>Y</u> <u>Y</u> <u>Y</u> <u>Y</u>	Projects you and companions onto Astral Pl. PHB2: Hand provides cover, pushes/crushes foes PHB2: Controls monster telepathically PHB2: Subject gains 2d4 negative levels PHB2: Sixth sense" warns of impending danger PHB2: Sixth sense warns of impending danger PHB2: Connects two planes to travel or summon PHB2 Paralyzes creatures within 50 ft PHB2	95
	9th	Astral Projection Bigby's Crushing Hand [Force] Dominate Monster [Mind-Affecting] Energy Drain Etherealness Foresight Freedom Gate Hold Monster, Mass [Mind-Affecting]	Ne Ey En Ne En Di Ab Co En En En En En En En E	VSMF VSMV VSMF VS VS VS VSM VS VS VS VS VSS VSS VSS VS	Cast: □[30 min 1 act 1 round 1 act	Touch Medium Close Close Touch Touch Close Medium Medium Touch	Special 1 round/lev (D: 1 day/lev Instantaneous 1 minn/lev (D) 10 min/lev Instantaneous Special 1 round/lev (D: Instantaneous	we DC:	<u>Y</u> <u>Y</u> <u>Y</u> <u>Y</u>	Projects you and companions onto Astral Pl. PHB2: Hand provides cover, pushes/crushes foes PHB2: Controls monster telepathically PHB2: Subject gains 2d4 negative levels PHB2: Travel to Ethereal Plane with companions PHB2: "Sixth sense" warns of impending danger PHB2: Releases creature from imprisonment PHB2: Connects two planes to travel or summon PHB2 Paralyzes creatures within 30 ft PHB2 Entombs creature beneath the earth PHB2	95 01 03 24 226 233 333 333 344 441 444
	9th	Astral Projection Bigby's Crushing Hand [Force] Dominate Monster [Mind-Affecting] Energy Drain Etherealness Foresight Freedom Gate Hold Monster, Mass [Mind-Affecting] Imprisonment Meteor Swarm [Fire]	Ne Ey En Ne Ey Di Ab Co En Ab Ev	VSMF VSM VSMF VS	Gast: □[30 min 1 act 1 round 1 act	Touch Medium Close Close Touch Touch Close Medium Medium Touch Long	Special 1 round/lev (D) 1 day/lev Instantaneous 1 minn/lev (D) 10 min/lev Instantaneous Special 1 round/lev (D) Instantaneous Instantaneous Instantaneous	we DC:	Y Y Y Y Y Y Y Y Y Y Y Y Y Y Y Y Y Y Y	Projects you and companions onto Astral Pl. PHB2: And provides cover, pushes/crushes foes PHB2: Controls monster telepathically PHB2: Subject gains 2d4 negative levels PHB2: Travel to Ethereal Plane with companions PHB2: "Sixth sense" warns of impending danger PHB2: Releases creature from imprisonment PHB2: Connects two planes to travel or summon PHB2: And PHB2: Entombs creature beneath the earth PHB2: 4 spheres deal 6d6 fire damage PHB2:	95 01 03 24 26 28 33 33 34 44 44 53
	9th	Astral Projection Bigby's Crushing Hand Forcel Dominate Monster Mind-Affecting Energy Drain Etherealness Foresight Freedom Gate Hold Monster, Mass [Mind-Affecting] Imprisonment Meteor Swarm [Fire] Mordenkainen's Disjunction	Ne Ev En Ab Co Ev Ab Ev Ev Ev Ev Ev Ev Ev E	VSMF VSM VSMF VS VS VS VS VS VSS VSS VSS VSS VSS VSS	30 min 1 act	Touch Medium Close Close Touch Touch Close Medium Medium Medium Touch Long Close	Special 1 round/lev (D) 1 day/lev Instantaneous 1 minn/lev (D) 10 min/lev Instantaneous Special 1 round/lev (D) Instantaneous Instantaneous Instantaneous Instantaneous	we DC:	<u>Y</u> <u>Y</u> <u>Y</u> <u>Y</u>	Projects you and companions onto Astral Pl. PHB2/ Hand provides cover, pushes/crushes foes PHB2/ Controls monster telepathically PHB2/ Subject gains 244 negative levels PHB2/ Travel to Ethereal Plane with companions PHB2/ "Sixth sense" warns of impending danger PHB2/ Releases creature from imprisonment PHB2/ Connects two planes to travel or summon PHB2 Paralyzes creatures within 30 ft PHB2/ Entombs creature beneath the earth PHB2/ 4 spheres deal 6d6 fire damage PHB2/ Dispels magic and disenchants magic items PHB2/	95 01 03 24 226 235 335 344 441 244 555 55
	9th	Astral Projection Bigby's Crushing Hand (Force) Dominate Monster (Mind-Affecting) Energy Drain Etherealness Foresight Freedom Gate Hold Monster, Mass (Mind-Affecting) Imprisonment Meteor Swarm (Fire) Mordenkainen's Disjunction Power Word Kill (Death, Mind-Affecting)	Ne Ev En Ab Ev Ab En En En En En En En E	VSMF	Gast: □I 30 min 1 act 1 round 1 act	Touch Medium Close Close Touch Touch Close Medium Medium Touch Long Close Close	Special 1 round/lev (D 1 day/lev Instantaneous 1 minn/lev (D) 10 min/lev Instantaneous Special 1 round/lev (D) Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous	// Ve DC:	Y	Max. known: PHB22 Brojects you and companions onto Astral Pl. PHB24 Hand provides cover, pushes/crushes foes PHB26 Controls monster telepathically PHB25 Subject gains 2d4 negative levels PHB26 Travel to Ethereal Plane with companions PHB27 Fishth sense" warns of impending danger PHB26 Releases creature from imprisonment PHB26 Connects two planes to travel or summon PHB26 Brothombs creature beneath the earth PHB26 Entombs creature beneath the earth PHB26 4 spheres deal 6d6 fire damage PHB26 Bysels magic and disenchants magic items PHB26 Kills one creature with up to 100 hp PHB26	95 O1 O3 24 226 233 333 344 441 444 555 556 63
	9th	Astral Projection Bigby's Crushing Hand Forcel Dominate Monster Mind-Affecting Energy Drain Etherealness Foresight Freedom Gate Hold Monster, Mass [Mind-Affecting] Imprisonment Meteor Swarm [Fire] Mordenkainen's Disjunction	Ne Ey Ne Ey Oo Oo Oo Oo Oo Oo Oo O	VSMF VSM VSMF VS	Gast: □I 30 min 1 act 1 round 1 act	Touch Medium Close Close Touch Touch Close Medium Medium Medium Touch Long Close	Special 1 round/lev (D) 1 day/lev Instantaneous 1 minn/lev (D) 10 min/lev Instantaneous Special 1 round/lev (D) Instantaneous Instantaneous Instantaneous Instantaneous	// Ve DC:	Y Y Y Y Y Y Y Y Y Y Y Y Y Y Y Y Y Y Y	Projects you and companions onto Astral Pl. PHB2: Hand provides cover, pushes/crushes foes PHB2: Controls monster telepathically PHB2: Subject gains 2d4 negative levels PHB2: "Sixth sense" warns of impending danger PHB2: "Sixth sense" warns of impending danger PHB2: Connects two planes to travel or summon PHB2 Paralyzes creature from imprisonment PHB2: Entombs creature beneath the earth PHB2 4 spheres deal 6d6 fire damage PHB2: Dispels magic and disenchants magic items PHB2: Kills one creature with up to 100 hp PHB2. Sphere's colors have array of effects	95 O1 O3 24 26 28 33 34 441 444 55 55 66 66 66 66
	9th	Astral Projection Bigby's Crushing Hand [Force] Dominate Monster [Mind-Affecting] Energy Drain Ethereal ness Foresight Freedom Gate Hold Monster, Mass [Mind-Affecting] Imprisonment Meteor Swarm [Fine] Mordenkainen's Disjunction Power Word Kill [Death, Mind-Affecting] Prismatic Sphere Refuge Shades	Ne Ev En Ab Ev Ab En En En En En En En E	VSMF VSM VSMF VS	Cast: □[30 min 1 act 1 round 1 act	Touch Medium Close Close Touch Touch Close Medium Medium Touch Long Close 10 ft Touch Special	Special 1 round/lev (D: 1 day/lev Instantaneous 1 minn/lev Instantaneous Special 1 round/lev (D: Instantaneous	We DC: Will n. For part. -/Will n. Will n. Will n. -/Ref 1/2 Will n. - Will dis.	Y	Max. known: PHB22 Brojects you and companions onto Astral Pl. PHB24 Hand provides cover, pushes/crushes foes PHB26 Controls monster telepathically PHB25 Subject gains 2d4 negative levels PHB26 Travel to Ethereal Plane with companions PHB27 Fishth sense" warns of impending danger PHB26 Releases creature from imprisonment PHB26 Connects two planes to travel or summon PHB26 Brothombs creature beneath the earth PHB26 Entombs creature beneath the earth PHB26 4 spheres deal 6d6 fire damage PHB26 Bysels magic and disenchants magic items PHB26 Kills one creature with up to 100 hp PHB26	95 O1 O3 24 26 28 33 33 34 44 44 55 66 66 69
	9th	Astral Projection Bigby's Crushing Hand [Force] Dominate Monster [Mind-Affecting] Energy Drain Etherealness Foresight Freedom Gate Hold Monster, Mass [Mind-Affecting] Imprisonment Meteor Swarm [Fire] Mordenkainen's Disjunction Power Word Kill [Death, Mind-Affecting] Prismatic Sphere Refuge Shades Shapechange	Ne Ev En Ev Ab En En En En En En En E	VSMF VSM VSMF VS	Cast: □I 30 min 1 act 1 round 1 act	Touch Medium Close Close Touch Touch Close Medium Touch Long Close Close Close Touch Touch Long Close Close Touch Touch Long Close Touch Touch Special Personal	Special 1 round/lev (D) 1 day/lev Instantaneous 1 minn/lev (D) 10 min/lev Instantaneous Special 1 round/lev (D) Instantaneous In	ve DC: Will n. For part. -/Will n. Will n. Will n. Will n. /Ref ½ Will n. Special Will dis.	Y_Y_Y_ Y_Y_Y_ S_Y_N_Y_Y_ N_Y_Y_ N_Y_Y_ N_Y_ N	Projects you and companions onto Astral Pl. PHB2: Hand provides cover, pushes/crushes foes PHB2: Controls monster telepathically PHB2: Subject gains 2d4 negative levels PHB2: Travel to Ethereal Plane with companions PHB2: "Sixth sense" warns of impending danger PHB2: Releases creature from imprisonment PHB2: Connects two planes to travel or summon PHB2: Entombs creatures within 50 ft PHB2 Entombs creature beneath the earth PHB2 4 spheres deal 6d6 fire damage PHB2: Sixth sense readure with up to 100 hp PHB2. Sphere's colors have array of effects PHB2. Alters item to transport its possessor to you PHB2. Mimics conjuration up to 8th level, 80% real PHB2. Change into any creature once/round PHB2.	95 O1 O3 24 26 28 33 33 34 44 44 46 69 76 77
	9th	Astral Projection Bigby's Crushing Hand [Force] Dominate Monster [Mind-Affecting] Energy Drain Ethereal ness Foresight Freedom Gate Hold Monster, Mass [Mind-Affecting] Imprisonment Meteor Swarm [Fire] Mordenkainen's Disjunction Power Word Kill [Death, Mind-Affecting] Prismatic Sphere Refuge Shades Shapechange Soul Bind	Ne Ev Ne E	VSMF VSMF VSMF VS	Cast: □I 30 min 1 act 1 round 1 act	Touch Medium Close Close Touch Touch Close Medium Touch Long Close Close Close Touch Special Personal Close	Special 1 round/lev (D) 1 day/lev 1 nstantaneous 1 minn/lev (D) 10 min/lev 1 Instantaneous Special 1 round/lev (D) 1 Instantaneous 1 Instantan	we DC:	Y	Projects you and companions onto Astral Pl. PHB2: Hand provides cover, pushes/crushes foes PHB2: Controls monster telepathically PHB2: Subject gains 244 negative levels PHB2: Travel to Ethereal Plane with companions PHB2: "Sixth sense" warns of impending danger PHB2: Connects two planes to travel or summon PHB2: Connects two planes to travel or summon PHB2: Entombs creature beneath the earth PHB2 4 spheres deal 6d6 fire damage PHB2: Dispels magic and disenchants magic items PHB2: Kills one creature with up to 100 hp PHB2: Sphere's colors have array of effects PHB2 Alters item to transport its possessor to you PHB2: Change into any creature once/round PHB2: Change into any creature once/round PHB2: Traps newly dead soul to prevent resurrection PHB2:	95 O1 O3 24 26 28 33 34 44 44 53 55 66 69 76 77 81
	9th	Astral Projection Bigby's Crushing Hand [Force] Dominate Monster [Mind-Affecting] Energy Drain Ethereal ness Foresight Freedom Gate Hold Monster, Mass [Mind-Affecting] Imprisonment Meteor Swarm [Fire] Mordenkainen's Disjunction Power Word Kill [Death, Mind-Affecting] Prismatic Sphere Refuge Shades Shapechange Soul Bind Summon Monster IX	Ne Ev Ne	VSMF VSM VSMF VS	Cast: □I 30 min 1 act 1 round 1 act	Touch Medium Close Close Touch Close Medium Touch Long Close	Special 1 round/lev (D. 1 day/lev Instantaneous 1 minn/lev (D. 10 min/lev Instantaneous Special 1 round/lev (D. 10 Instantaneous	we DC:	Y_Y_Y_ Y_Y_Y_ S_Y_N_Y_Y_ N_Y_Y_ N_Y_Y_ N_Y_ N	Projects you and companions onto Astral Pl. PHB2: Hand provides cover, pushes/crushes foes PHB2: Controls monster telepathically PHB2: Subject gains 2d4 negative levels PHB2: "Sixth sense" warns of impending danger PHB2: "Sixth sense" warns of impending danger PHB2: Connects two planes to travel or summon PHB2 Bralyzes creature from imprisonment PHB2: Entombs creature beneath the earth PHB2 4 spheres deal 6d6 fire damage PHB2: Sixth sense warns of impending danger PHB2: A sphere's colors have array of the publication of	95 O1 O2 24 26 28 33 33 34 44 44 55 56 66 77 81 88
	9th	Astral Projection Bigby's Crushing Hand [Force] Dominate Monster [Mind-Affecting] Energy Drain Etherealness Foresight Freedom Gate Hold Monster, Mass [Mind-Affecting] Imprisonment Meteor Swarm [Fire] Mordenkainen's Disjunction Power Word Kill [Death, Mind-Affecting] Prismatic Sphere Refuge Shades Shapechange Soul Bind Summon Monster IX Teleportation Circle	Ne Ne Ne Ne Ne Ne Ne Ne	VSMF VSM VSMF VS	Cast: □I 30 min 1 act 1 round 1 act	Touch Medium Close Close Touch Touch Close Medium Touch Long Close Touch Long Close Touch Close Close Touch	Special 1 round/lev (D 1 day/lev Instantaneous 1 minn/lev (D) 10 min/lev Instantaneous Special 1 round/lev (D) Instantaneous Ins	we DC:	Y-Y-Y-Y-2-Y-N-Y-Y-N-Y-1-N-N-N-Y-1-N-N-N-N	Projects you and companions onto Astral Pl. PHB2: Hand provides cover, pushes/crushes foes PHB2: Controls monster telepathically PHB2: Subject gains 2d4 negative levels PHB2: "Sixth sense" warns of impending danger PHB2: "Sixth sense" warns of impending danger PHB2: Connects two planes to travel or summon PHB2: Entombs creature swithin 50 ft PHB2: Entombs creature beneath the earth PHB2: 4 spheres deal 6d6 fire damage PHB2: Dispels magic and disenchants magic items PHB2: Sphere's colors have array of effects PHB2: Alters item to transport its possessor to you PHB2: Change into any creature once/round PHB2: Change into any creature once/round PHB2: Calls extraplanar (19th, 1d3 8th or 1d4+17th) PHB2: Clircle teleports creatures inside to place PHB2: Clircle teleports creatures inside to place	95 01 03 24 26 28 33 33 34 44 55 55 66 69 76 77 81 88 95
	9th	Astral Projection Bigby's Crushing Hand [Force] Dominate Monster [Mind-Affecting] Energy Drain Ethereal ness Foresight Freedom Gate Hold Monster, Mass [Mind-Affecting] Imprisonment Meteor Swarm [Fire] Mordenkainen's Disjunction Power Word Kill [Death, Mind-Affecting] Prismatic Sphere Refuge Shades Shapechange Soul Bind Summon Monster IX	= - NE 보고 한 시간 이 시간	VSMF VSM VSMF VS	Cast: □I 30 min 1 act 1 round 1 act	Touch Medium Close Close Touch Touch Close Medium Touch Long Close Touch Long Close Touch Close Close Touch	Special 1 round/lev (D. 1 day/lev Instantaneous 1 minn/lev (D. 10 min/lev Instantaneous Special 1 round/lev (D. 10 Instantaneous	/e DC:	Y	Projects you and companions onto Astral Pl. PHB2: Hand provides cover, pushes/crushes foes PHB2: Controls monster telepathically PHB2: Subject gains 2d4 negative levels PHB2: "Sixth sense" warns of impending danger PHB2: "Sixth sense" warns of impending danger PHB2: Connects two planes to travel or summon PHB2 Bralyzes creature from imprisonment PHB2: Entombs creature beneath the earth PHB2 4 spheres deal 6d6 fire damage PHB2: Sixth sense warns of impending danger PHB2: A sphere's colors have array of the publication of	95 01 03 24 26 28 33 33 34 44 55 55 66 69 76 77 81 88 95 94
	9th	Astral Projection Bigby's Crushing Hand [Force] Dominate Monster [Mind-Affecting] Energy Drain Etherealness Foresight Freedom Gate Hold Monster, Mass [Mind-Affecting] Imprisonment Meteor Swarm [Fire] Mordenkainen's Disjunction Power Word Kill [Death, Mind-Affecting] Prismatic Sphere Refuge Shades Shapechange Soul Bind Summon Monster IX Teleportation Circle Time Stop Wail of the Banshee [Death, Sonic] Weird [Fear, Mind-Affecting]	=	VSMF VSMF VS	Cast: □I 30 min 1 act 1 round 1 act	Touch Medium Close Close Touch Touch Close Medium Medium Touch Long Close 10 ft Touch Special Personal Close O ft Personal	Special 1 round/lev (D: 1 day/lev Instantaneous 1 minn/lev (D: 10 min/lev Instantaneous Special 1 round/lev (D: Instantaneous Ino min/lev (D: Ino min/lev (D: Ino min/lev (D: Ino min/lev (D: Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous	we DC:	Y-Y-Y-Y-2-Y-N-Y-Y-N-Y-1-N-N-N-Y-1-N-N-N-N	Projects you and companions onto Astral Pl. PH82: Hand provides cover, pushes/crushes foes PH82: Controls monster telepathically PH82. Subject gains 2d4 negative levels PH82: Travel to Ethereal Plane with companions PH82: "Sixth sense" warns of impending danger PH82: Connects two planes to travel or summon PH82: Entombs creature from imprisonment PH82: Entombs creature swithin 50 ft PH82: Entombs creature beneath the earth PH82: Sphere's colors have array of effects PH82: Alters item to transport its possessor to you PH82: Alters item to transport its possessor to you PH82: Change into any creature once/round PH82: Change into any creature once/round PH82: Clarls estraplanar (19th, 1d5 8th or 1d4+17th) PH82: Clircle teleports creatures inside to place PH82: You act freely for 1d4+1 rounds PH82:	95 01 03 24 22 28 33 33 34 44 45 55 55 56 66 69 77 81 88 95 99 99 99 99 99 99 99 99 99
	9th	Astral Projection Bigby's Crushing Hand [Force] Dominate Monster [Mind-Affecting] Energy Drain Ethereal ness Foresight Freedom Gate Hold Monster, Mass [Mind-Affecting] Imprisonment Meteor Swarm [Fire] Mordenkainen's Disjunction Power Word Kill [Death, Mind-Affecting] Prismatic Sphere Refuge Shades Shapechange Soul Bind Summon Monster IX Teleportation Circle Time Stop Wail of the Banshee [Death, Sonic]	=	VSMF VSM VSMF VS	Cast: DI 30 min 1 act 1 round 1 act	Touch Medium Close Close Touch Touch Close Medium Medium Touch Long Close	Special 1 round/lev (D: 1 day/lev Instantaneous 1 minn/lev (D) 10 min/lev Instantaneous Special 1 round/lev (D: Instantaneous	Will n. For part.	Y-Y-Y-Y-2-Y-N-Y-Y-N-Y-1-N-N-N-Y-1-N-N-N-N	Projects you and companions onto Astral Pl. PH82: Controls monster telepathically PH82: Subject gains 2d4 negative levels PH82: Travel to Ethereal Plane with companions PH82: "Sixth sense" warns of impending danger PH82: Releases creature from imprisonment PH82: Connects two planes to travel or summon PH82: Entom bs creatures within 30 ft PH82: Entom bs creature beneath the earth PH82 A spheres deal 6d6 fire damage PH82: Kills one creature with up to 100 hp PH82 Sphere's colors have array of effects PH82; Alters item to transport its possessor to you PH82: Alters item to transport its possessor to you PH82: Change into any creature once/round PH82: Calls extraplanar (19th, 1d3 8th or 1d4+17th) PH82: Calls extraplanar (19th, 1d3 8th or 1d4+17th) PH82: Circle teleports creatures inside to place PH82: Kills one creature/level PH82: Kills one creature/level	95 01 03 24 22 28 33 33 34 44 45 55 56 66 77 81 88 93 94 98 01
	9th	Astral Projection Bigby's Crushing Hand [Force] Dominate Monster [Mind-Affecting] Energy Drain Etherealness Foresight Freedom Gate Hold Monster, Mass [Mind-Affecting] Imprisonment Meteor Swarm [Fire] Mordenkainen's Disjunction Power Word Kill [Death, Mind-Affecting] Prismatic Sphere Refuge Shades Shapechange Soul Bind Summon Monster IX Teleportation Circle Time Stop Wail of the Banshee [Death, Sonic] Weird [Fear, Mind-Affecting]	=	VSMF VSMF VS	Cast: □I 30 min 1 act 1 round 1 act	Touch Medium Close Close Touch Touch Close Medium Medium Touch Long Close Medium Personal Close Close Close Close Close Medium	Special 1 round/lev (D: 1 day/lev Instantaneous 1 minn/lev (D: 10 min/lev Instantaneous Special 1 round/lev (D: Instantaneous Ino min/lev (D: Ino min/lev (D: Ino min/lev (D: Ino min/lev (D: Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous	we DC: Will n. For part. -/Will n. Will n. Will n. -/Ref 1/2 Will n. Special Will dis. Will n. The special	Y-Y-Y-Y-2-Y-N-Y-Y-N-Y-1-N-N-N-Y-1-N-N-N-N	Projects you and companions onto Astral Pl. PHB2: Controls monster telepathically PHB2: Subject gains 2d4 negative levels PHB2: Travel to Ethereal Plane with companions PHB2: "Sixth sense" warns of impending danger PHB2: Releases creature from imprisonment PHB2: Connects two planes to travel or summon PHB2: Aspheres deal 6d6 fire damage PHB2: Entombs creature within 30 ft PHB2: Entombs creature beneath the earth PHB2: Aspheres deal 6d6 fire damage PHB2: Sixth sense readure with up to 100 hp PHB2. Alters item to transport its possessor to you PHB2. Alters item to transport its possessor to you PHB2. Alters item to transport its possessor to you PHB2. Change into any creature once/round PHB2: Calls extraplanar (19th, 1d3 8th or 1d4+17th) PHB2: Calls extraplanar (19th, 1d3 8th or 1d4+17th) PHB2: Circle teleports creatures inside to place PHB2: Vou act freely for 1d4+1 rounds PHB2: Illusion kills subjects within 30 ft, or deals 3d6 PHB32 Illusion kills subjects within 30 ft, or deals 3d6 PHB32 Illusion kills subjects within 30 ft, or deals 3d6 PHB32 Illusion kills subjects within 30 ft, or deals 3d6 PHB32 Illusion kills subjects within 30 ft, or deals 3d6 PHB32 Illusion kills subjects within 30 ft, or deals 3d6 PHB32	95 01 03 24 22 28 33 33 34 44 45 55 56 66 77 81 88 93 94 98 01
	9th	Astral Projection Bigby's Crushing Hand [Force] Dominate Monster [Mind-Affecting] Energy Drain Etherealness Foresight Freedom Gate Hold Monster, Mass [Mind-Affecting] Imprisonment Meteor Swarm [Fire] Mordenkainen's Disjunction Power Word Kill [Death, Mind-Affecting] Prismatic Sphere Refuge Shades Shapechange Soul Bind Summon Monster IX Teleportation Circle Time Stop Wail of the Banshee [Death, Sonic] Weird [Fear, Mind-Affecting]	=	VSMF VSMF VS	Cast: □I 30 min 1 act 1 round 1 act	Touch Medium Close Close Touch Touch Close Medium Medium Touch Long Close Medium Personal Close Close Close Close Close Medium	Special 1 round/lev (D: 1 day/lev Instantaneous 1 minn/lev (D: 10 min/lev Instantaneous Special 1 round/lev (D: Instantaneous Ino min/lev (D: Ino min/lev (D: Ino min/lev (D: Ino min/lev (D: Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous	we DC: Will n. For part. -/Will n. Will n. Will n. -/Ref 1/2 Will n. Special Will dis. Will n. The special	Y-Y-Y-Y-2-Y-N-Y-Y-N-Y-1-N-N-N-Y-1-N-N-N-N	Projects you and companions onto Astral Pl. PHB2: Controls monster telepathically PHB2: Subject gains 2d4 negative levels PHB2: Travel to Ethereal Plane with companions PHB2: "Sixth sense" warns of impending danger PHB2: Releases creature from imprisonment PHB2: Connects two planes to travel or summon PHB2: Aspheres deal 6d6 fire damage PHB2: Entombs creature within 30 ft PHB2: Entombs creature beneath the earth PHB2: Aspheres deal 6d6 fire damage PHB2: Sixth sense readure with up to 100 hp PHB2. Alters item to transport its possessor to you PHB2. Alters item to transport its possessor to you PHB2. Alters item to transport its possessor to you PHB2. Change into any creature once/round PHB2: Calls extraplanar (19th, 1d3 8th or 1d4+17th) PHB2: Calls extraplanar (19th, 1d3 8th or 1d4+17th) PHB2: Circle teleports creatures inside to place PHB2: Vou act freely for 1d4+1 rounds PHB2: Illusion kills subjects within 30 ft, or deals 3d6 PHB32 Illusion kills subjects within 30 ft, or deals 3d6 PHB32 Illusion kills subjects within 30 ft, or deals 3d6 PHB32 Illusion kills subjects within 30 ft, or deals 3d6 PHB32 Illusion kills subjects within 30 ft, or deals 3d6 PHB32 Illusion kills subjects within 30 ft, or deals 3d6 PHB32	95 01 03 24 22 28 33 33 34 44 45 55 56 66 77 81 88 93 94 98 01
	9th	Astral Projection Bigby's Crushing Hand [Force] Dominate Monster [Mind-Affecting] Energy Drain Etherealness Foresight Freedom Gate Hold Monster, Mass [Mind-Affecting] Imprisonment Meteor Swarm [Fire] Mordenkainen's Disjunction Power Word Kill [Death, Mind-Affecting] Prismatic Sphere Refuge Shades Shapechange Soul Bind Summon Monster IX Teleportation Circle Time Stop Wail of the Banshee [Death, Sonic] Weird [Fear, Mind-Affecting]	=	VSMF VSMF VS	Cast: □I 30 min 1 act 1 round 1 act	Touch Medium Close Close Touch Touch Close Medium Medium Touch Long Close Medium Personal Close Close Close Close Close Medium	Special 1 round/lev (D: 1 day/lev Instantaneous 1 minn/lev (D: 10 min/lev Instantaneous Special 1 round/lev (D: Instantaneous Ino min/lev (D: Ino min/lev (D: Ino min/lev (D: Ino min/lev (D: Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous	we DC: Will n. For part. -/Will n. Will n. Will n. -/Ref 1/2 Will n. Special Will dis. Will n. The special	Y-Y-Y-Y-2-Y-N-Y-Y-N-Y-1-N-N-N-Y-1-N-N-N-N	Projects you and companions onto Astral Pl. PHB2: Controls monster telepathically PHB2: Subject gains 2d4 negative levels PHB2: Travel to Ethereal Plane with companions PHB2: "Sixth sense" warns of impending danger PHB2: Releases creature from imprisonment PHB2: Connects two planes to travel or summon PHB2: Aspheres deal 6d6 fire damage PHB2: Entombs creature within 30 ft PHB2: Entombs creature beneath the earth PHB2: Aspheres deal 6d6 fire damage PHB2: Sixth sense readure with up to 100 hp PHB2. Alters item to transport its possessor to you PHB2. Alters item to transport its possessor to you PHB2. Alters item to transport its possessor to you PHB2. Change into any creature once/round PHB2: Calls extraplanar (19th, 1d3 8th or 1d4+17th) PHB2: Calls extraplanar (19th, 1d3 8th or 1d4+17th) PHB2: Circle teleports creatures inside to place PHB2: Vou act freely for 1d4+1 rounds PHB2: Illusion kills subjects within 30 ft, or deals 3d6 PHB32 Illusion kills subjects within 30 ft, or deals 3d6 PHB32 Illusion kills subjects within 30 ft, or deals 3d6 PHB32 Illusion kills subjects within 30 ft, or deals 3d6 PHB32 Illusion kills subjects within 30 ft, or deals 3d6 PHB32 Illusion kills subjects within 30 ft, or deals 3d6 PHB32	95 01 03 24 22 28 33 33 34 44 45 55 56 66 77 81 88 93 94 98 01



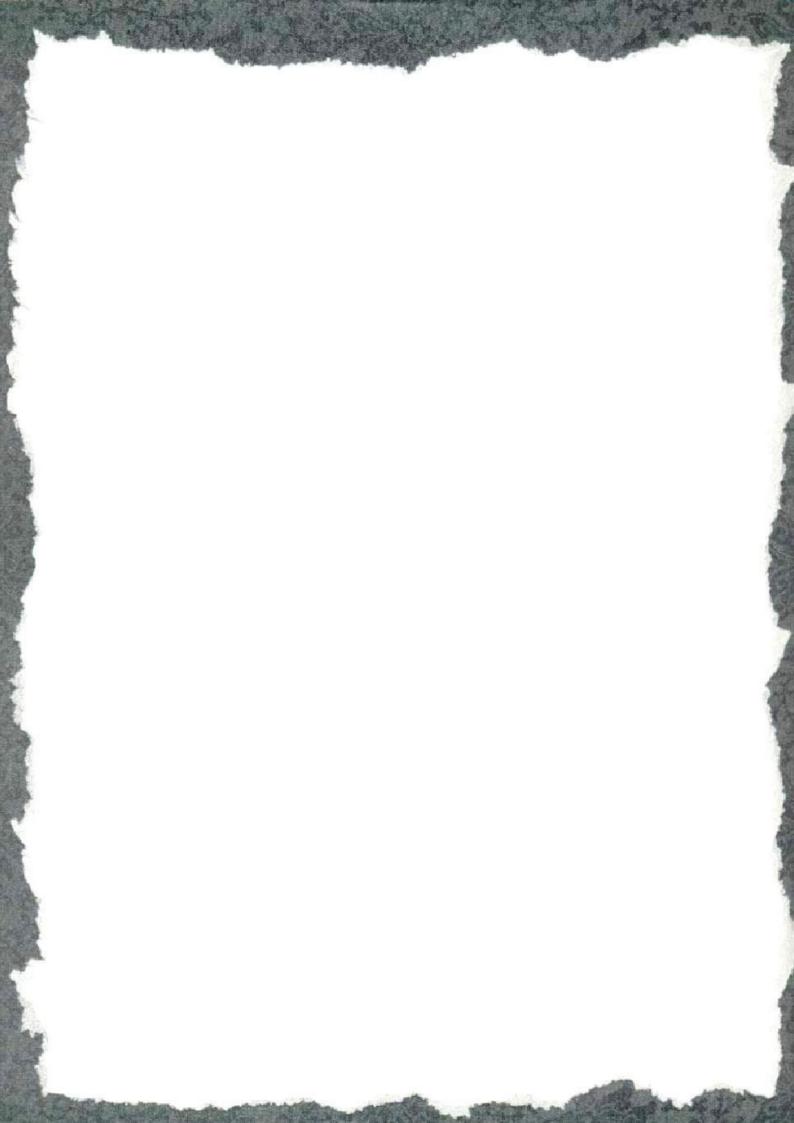
Assassin Powers					
Sneak Attack: Save Bonus vs. Poison:	+ d6 +	Death Attack: Poison Use:	<u>v</u>	Uncanny Dodge: Improved Uncanny Dodge: Hide in Plain Sight:	

	assin Spells										
Kn.	Scroll Spells 1st~Level Spells	Spells: + =			Cast.	RANGE		SAVE ve DC:	SR	Max. known: 🗆 🗆	
	Detect Poison Disguise Self Feather Fall Ghost Sound Jump Obscuring Mist Sleep True Strike	[Mind-Affecting]	Di_ II_ Ir_ II_ Tr_ Co_	VS	1 act 1 act Swift 1 act 1 act 1 act 1 act 1 round 1 act	Close Personal Close Close Touch 20 ft	Instantaneous 10 min/lev (D) 1 round/lev 1 round/lev (D) 1 min/lev (D) 1 min/lev 1 min/lev	 <u></u>	777777	Detects poison in one creature or object Changes your appearance Objects or creatures fall slowly Figments sounds Subject gets bonus on Jump checks Fog surrounds you Puts 4 HD of creatues into magical slumber +20 on your next attack roll	PHB219 PHB222 PHB225 PHB225 PHB246 PHB258 PHB280 PHB296
	2nd-Level Spells	Spells: + =	=		Cast: □[I□□□□ Sa	ve DC:		Max. known: □□□	
	Alter Self Cat's Grace Darkness Fox's Cunning Illusory Script Invisibility Pass without Trace Spider Climb Undetectable Ali		Tr_ Ev_ Tr_ !!_ !!_ Tr_ Tr_		1 act 1 act 1 act 1 act 1 min+ 1 act 1 act 1 act 1 act	Personal Touch Touch Touch Touch Touch Touch Touch Close	10 min/lev (D) 1 min/lev 10 min/lev (D) 1 min/lev 1 day/lev (D) 1 min/lev (D) 1 hour/lev (D) 10 min/lev 24 hours	Will n.	<u>Y</u> <u>N</u>	Assume form of a similar creature Subject gains +4 Dex for 1 min/lev 20-ft radius of supernatural shadow Subject gains +4 Int for 1 min/lev Only intended reader can decipher Subject invisible for 1 min/lev or until attacks One subject/level leaves no tracks Grants ability to walk on walls and ceilings Conceals alignment for 24 hrs	PHB197 PHB208 PHB216 PHB235 PHB243 PHB245 PHB245 PHB259 PHB283 PHB297
	3rd-Level Spells	Spells: + =	=	_	Cast: □[I□□□□ Sa	ve DC:	_	Max. known:	
	Deep Slumber Deeper Darkness False Life Magic Circle aga Misdirection Nondetection	[Mind-Affecting] [Darkness] inst Good [Evil]	Ev_ N e Ab Il_	VD VSM	1 round 1 act 1 act 1 act 1 act 1 act	Touch	1 min/lev 1 day/lev (D) 1 hour/lev 10 min/lev 1 hour/lev 1 hour/lev	Will n	N N N N	Put 10 HD of creatures to sleep Object sheds shadow in 60-ft radius Subject gains 1d10+1/lev (max. +10) temp. hp +2 AC and saves in 10-ft, no mind control Misleads divinations for a creature or object Hides subject from divination and scrying	PHB217 PHB217 PHB229 PHB250 PHB254 PHB257
	4th-Level Spells	Spells: + =	=	_	Cast: □[Sa	ve DC:	_	Max. known: □□□	
	Clairaudience/Cl Dimension Door Freedom of Mov Glibness Invisibility, Grea Locate Creature Modify Memory Poison	ement ter	<u>Tr_</u> <u>Il_</u> <u>Di_</u> <u>En_</u>	VSF V VSMD S VS VSM VS VSM VS VSD	10 min 1 act 1 act 1 act 1 act 1 act 1 act 1 act 1 act 1 act	Long Long Touch Personal Touch Long Close Touch	1 min/lev (D) Instantaneous 10 min/lev 10 min/lev (D) 1 min/lev (D) 10 min/lev Permanent Instantaneous	-/Will n. Will n. Will n. Will n. Will n.	<u>SP. Y. Y.</u>	Hear or see at a distance for 1 min/lev Teleports you short distance Subject moves normally despite impediments +30 to Bluff, lies can escape discernment Subject is invisible even if it attacks Indicates direction to familiar creature Changes 5 minutes of subject's memories Touch deals 1d10 Con damage, repeat in 1 min	PHB235 PHB245 PHB249 PHB255



Blackguaro	Lowe	rs —					
Aura of Evil: Detect Good:	✓✓	Smite Good:	times/day	Command Undead		Check Result A	Max HD Affected
Poison Use: Dark Blessing: Aura of Despair: Fiendish Servant:		Sneak Attack:	+ <u>Lev</u> to damage + d6	Turning Check: Times per Day: Turning Damage:	1d2O + CHA 3 + CHA + = 2d6 + CHA + Lev-2 =	1-5 4-6 7-9 10-12 15-15 16-18 19-21 22+	Level -5 Level -4 Level -5 Level -2 Level -1 Level Level +1 Level +2

Blackguard Spells										
PREP. SCROLL SPELL NAME		S cн.	Сомр.	CAST TIME	RANGE	DURATION	SAVE	SR	Егрест	
1st-Level Spells				Spells: _	_ +	= Sav	ve DC:	_		
Corrupt Weapon Cure Light Wounds Doom	d-Affecting] [Healing] d-Affecting]	Tr_ Co Ne Ne Tr_	VS VS VSD	1 act 1 act 1 act 1 act 1 act 1 act 1 act	Close Touch Touch Medium Touch Touch Close	Special 1 min/lev Instantaneous 1 min/lev Instantaneous 1 min/lev 1 round/lev (D	Will n.	Y_ N_ Y_ Y_ Y_ N_	Weapon strikes true against good foes Cures 1d8 damage +1 per level (max +5) Subject suffers -2 to hit, dmg, checks, saves Touch deals 1d8 damage +1/lev (max +5) Weapon gains +1 bonus	PH8208 DMG182 PH8215 PH8225 PH8244 PH8251 PH8285
2nô-Level Spells Borrowed Time, Lesser Bull's Strength Cure Moderate Wounds Darkness Death Knell Eagle's Splendor Inflict Moderate Wounds Shatter Summon Monster II	[Healing] [Darkness] [Death, Evil] [Sonic]	Tr_Co Ev_Ne Tr_Ne Ev_	VM VSD VS VMD VS VSD	•	Personal Touch Touch Touch Touch Touch Touch Close Close	Special 1 min/lev Instantaneous 10 min/lev (D) 10 min/HD 1 min/lev Instantaneous Instantaneous 1 round/lev (D)			Subject gains +4 Str for 1 min/lev Cures 2d8damage +1/lev(max +10) 20-ft radius of supernatural shadow Kills 1 creature, gain 1d8 hp, +2 Str and 1 level Subject gains +4 Cha for 1 min/lev Touch deals 2d8 damage +1/lev(max +10) Vibrations damage objects/crystalline creat	RPHB118 PHB207 PHB216 PHB216 PHB217 PHB225 PHB244 PHB278 PHB286
3rò-Level Spells Contagion Cure Serious Wounds Deeper Darkness Inflict Serious Wounds Protection from Energy Summon Monster III	[Evil] [Healing] [Darkness]	<u>Ev</u> <u>N e</u> <u>Ab</u>	<u>VS</u> <u>VS</u>	Spells:	Touch Touch Touch Touch Touch Close	= Sav Instantaneous Instantaneous I day/lev (D) Instantaneous 10 min/lev I round/lev (D	Will ½ - Will ½ For n.	 	Cures 5d8 damage +1/lev (max +15) Object sheds shadow in 60-ft radius Touch deals 5d8 damage +1/lev (max +15)	PH8213 PH8216 PH8217 PH8244 PH8266 PH8286
Ath-Level Spells Borrowed Time Cure Critical Wounds Freedom of Movement Inflict Critical Wounds Poison Summon Monster IV	[Healing]	<u>Co</u> <u>Ab</u> <u>Ne</u> <u>Ne</u>	VM VS VSMD VS VSD VSD	Spells:	Personal Touch Touch Touch Touch Close	Special Instantaneous 10 min/lev Instantaneous Instantaneous 1 round/lev (D.	Will n. Will ½ For n.		Cures 4d8 damage +1/lev (max +20) Subject moves normally despite impediments	PHB244 PHB262



Monster Hunt	an Damana			-						
Menusier Tanti	er Romers -									
Monster Knowledge: Craft Talisman: Hunter's Confidence: Slippery Mind:		Foes		Bonus: 4 Bonus: 4 Bonus: 4		mproved Smite En Lycanthro Courage:	ope Resistant ouke Undead:	: 🗆	Drain Resistant: Scent Arcane: Hex Breaker: Scent Infernal: Censure Demons:	
Turn/Rebuhe Undead/O Turning Check: 1d2 Times per Day: 3 Turning Damage: 2d	O + CHA + = _	O or 1: 4: 7: 10: 13:	lower -3 -6 -9 -12 -15 -18	Level -4 Level -5 Level -5 Level -2 Level -1 Level +1 Level +1 Level +2 Level +5 Level +4		, ,				
Monster Hunti	SPELL NAME			SAST TIME RANG	E DURAT		SAVE SR		Effect	
□ Detect Set □ Detect VI □ Disrupt V □ Hold Port □ Light □ Protection □ Protection □ Protection □ Protection □ Read Made	ch agic cret Doors ndead 'ndead tal n from Chaos n from Evil	Ne Di Di Di Ne Ab (Light) Ev (Lawful) Ab (Good) Ab (Evil) Ab (Chaotic) Ab	VSF 1 VS	1 act Touc	Instanta 1 min/le 1 min/le Instanta um 1 min/le 10 min/le 1 min/le 1 min/le 1 min/le	/lev (D) - neous	Pecial Y	Detect spells and n Reveals hidden do Reveaks undead w Deals 166 damage Holds door shut Object shines like +2 AC and saves, +2 AC and saves, +2 AC and saves, +2 AC and saves,	d6 damage and possibly 1 Str pagic items within 60 ft ors within 60 ft ithin 60 ft to one undead a torch counters mind control counters mind control counters mind control	PHB197 PHB209 PHB219 PHB220 PHB225 PHB225 PHB241 PHB248 PHB266 PHB266 PHB266 PHB269 PHB272
Arcane Let	ock Flame nster /Min us Retreat	(Light) Ev Tr nd-Affecting En Tr Tr Tr	<u>VSM</u> 1 <u>VS</u> 1 <u>VS</u> 1	1 act Perso 1 act Medi 1 act Touc	n Permane n 1 hour/le um 1 round nal 1 min/le um Instanta	ent - ent - V v (D) - neous -	Vill n. Y	Your speed increase Opens locked or n Weapon gains +1	nt, heatless torch larkness to 6 HD loses next action less by 30 ft pagically sealed doors	PH82OO PH8215 PH8216 PH8217 PH8228 PH8246 PH8251 PH8275
☐ Magic Cir ☐ Magic Cir	Undead Igic Epose	N e Ab N e N e	VS 1 VSF 1 VS 1 VSM 1	1 act <u>Medi</u> 1 act Touc	um 1 min/2 um Instanta n 1 day/lee um 1 round/ n 10 min/ n 10 min/ n 10 min/ n 10 min/	lev (D) - lev V neous - v V lev V lev V lev V lev V lev V	Vill n. Y N Vill n. Y Vill n. N Vill n. N Vill n. N Vill n. N	Cancels magical sp Preserves one coi Immobilizes unde +2 AC and saves ii +2 AC and saves ii +2 AC and saves ii	-1 to ST and -3 to turn res. ells and effects pse ad for 1 round/lev n 10-ft, no mind control	PH8216 VRA28 PH8225 PH8225 PH8238 PH8249 PH8249 PH8250 PH8250 PH8294

Moi	Monster hunter Spells											
Kn.	SCROLL	SPELL NAME	Sch. Comp. 0	CAST TIME RANGE	DURATION	SAVE	SR	EFFECT				
	4th-Level Spells	Spells: +	=		Sa	ve DC:	_					
	Break Enchan: Detect Scrying Heroism Locate Creatu Remove Curse Suppress Lyca] [Mind-Affecting] re	Di VSM	1 min Close 1 act 40 ft 1 act Touch 1 act Long 1 act Touch 1 act Touch	Instantaneous 24 hours 10 min/lev 10 min/lev Instantaneous 1 hour/3 lev	=	<u>N</u> N N N	Frees subject from enchantments Alerts you of magical eavesdropping Gives +2 honus on attacks, saves, and skills Indicates direction to familiar creature Frees object or person from curse Forces a target lycanthrope to transform	PH8207 PH8219 PH8240 PH8249 PH8270 VRA37			
	5th-Level Spells	Spells: + :	=		Sa	ve DC:	_					
	Dispel Magic, Hold Monster Repulsion			1 act Medium	n Instantaneous n 1 round/lev (D v 1 round/lev (D)Will n.	<u>N</u> <u>Y</u>	Cancels magical spells and effects, +20 on che Paralyzes one creature for 1 round/lev Creatures can't approach you	PHB225 PHB241 PHB271			

	Spells ———					
Kn. Prep. Scroll	SPELL NAME	Sch. Com	P. CAST TIME RANGE DURATION	SAVE SR	Effe	т
Level Spell	Spelle. +	_	Cast: 0000000	Save DC:	Max known	
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			Spells —				
Kn. P	REP. S	SCROLL	SPELL NAME	Sch. Co	MP. CAST TIME RANGE DURATION	N SAVE SR	EFFECT
		Level Spells	Spells: +	=	Cast:	Save DC:	Max. known:
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		Level Spells	c. II			C DC	M. 1
		Trenet Shetty	Spells: 1	· =	Cast: LLLLLLLLLL	Save DC:	Max. known:
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		Level Spells	Spells: +	=	Cast:	Save DC:	Max. known:
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